|  |  |  |
| --- | --- | --- |
| Project Design Document | |  | | --- | | *11/01/2025*  Anna McMillan | |

|  |  |  |  |
| --- | --- | --- | --- |
| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Husky* | | in this   |  |  | | --- | --- | | *Side view* | game | |
|  | where   |  | | --- | | *WASD or arrow keys* | | makes the player   |  | | --- | | *Move the dog in all directions* | |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Birds* | appear | | from   |  | | --- | | *The left of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Catch the birds and eat the birds* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Bird sound effects and a bark* | | and particle effects   |  | | --- | | *Cloud of feathers* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *description of gameplay mechanic,* | | making it   |  | | --- | | *effect of gameplay mechanic* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other gameplay mechanic(s) and their effect on the game.* | | |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| 5 **User**  **Interface** |  | The   |  | | --- | | *Score* | | will   |  | | --- | | *increases* | | whenever   |  | | --- | | *Tiva catches a bird* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Tiva Stop!* | will appear | | | and the game will end when   |  | | --- | | *Tiva reaches the final level - an eagle* | |

|  |  |  |  |
| --- | --- | --- | --- |
| 6 **Other Features** |  | |  | | --- | | *Each Level Includes a different species of bird that Is harder to catch e.g faster, flys higher, attacks tiva back that requires different gameplay mechanics like jump or avoiding obstacles or dodging* | |

# 

# Project Timeline

|  |  |  |
| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Add assets - dog, forest, rocks to jump over, three types of bird* | | |  | | --- | | *13/01* | |
| **#2** | |  | | --- | | *Movement - back forwards and jump, attach camera to scroll sideways* | | |  | | --- | | *14/01* | |
| **#3** | |  | | --- | | *Add Tiva eating the birds with sound effects, visual effect and add to score* | | |  | | --- | | *16/01* | |
| **#4** | |  | | --- | | *Add menu - title screen, end screen with score, next level button* | | |  | | --- | | *17/01* | |
| **#5** | |  | | --- | | *Add different features for each bird/level -*  *level one - bird fly’s straight, more birds, lower score [1] per bird*  *level two - bird flies up and down, requires jump [2] score per bird*  *level three - bird flies up and down and shoots projectiles "poo" which reduce score if hit. [3] score per bird.* | | |  | | --- | | *19/01* | |
| **Backlog** | |  | | --- | | * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* * *Feature on backlog - not a part of the minimum viable product* | | |  | | --- | | *mm/dd* | |

# 1,119 Bird Flying Animation Stock Vectors and Vector Art | Shutterstock1,119 Bird Flying Animation Stock Vectors and Vector Art | Shutterstock1,119 Bird Flying Animation Stock Vectors and Vector Art | ShutterstockWolf Low Poly Style by Guido Rosso for Rive on DribbbleSeamless Forest Background for 2D Games | Stable Diffusion OnlineProject Sketch