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| Project Design Document | |  | | --- | | *12/14/2023*  Alperen Sönmez  Yunus Yavuzhan Afşar/ | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Cherry* | | in this   |  |  | | --- | --- | | *Side View* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move horizontally and vertically* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Obstacles and enemies* | appear | | from   |  | | --- | | *Side view of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Avoid obstacles and enemies also falling down* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *Coin sound, when interact with enemies and obstacles* | | and particle effects   |  | | --- | | *Bump into obstacles* | |
|  | [*optional*] There will also be   |  | | --- | | *description of any other expected special effects or animation in the project.* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *More enemies and obstacles, ground will decrease* | | making it   |  | | --- | | *More difficult to move forward in the platform* | |
|  | [*optional*] There will also be   |  | | --- | | *Hearts that appear, arrow keys are used to move.we collect coins with our spacebar to jump.S key used to shoot.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *score/lives* | | will   |  | | --- | | *increase/decrease* | | whenever   |  | | --- | | *If player obtain coins score will increase and if player bump into obstacles or enemies lives will decrease* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Bloody Coin* | will appear | | | and the game will end when   |  | | --- | | *Run out of lives or falling down* | |

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| 6 **Other Features** |  | |  | | --- | | *The game music plays when we play games. Dirt effect moving in the platform.* | |

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# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | *Designing platform and setting up camera* | | |  | | --- | | *12/16* | |
| **#2** | |  | | --- | | *Creating player and player movement* | | |  | | --- | | *12/21* | |
| **#3** | |  | | --- | | *Adding obstacles, enemies and coins with sound effects* | | |  | | --- | | *12/26* | |
| **#4** | |  | | --- | | *Scripts for objects(background, enemies, coin)* | | |  | | --- | | *12/31* | |
| **#5** | |  | | --- | | *Setting up the UI* | | |  | | --- | | *01/05* | |
| **Backlog** | |  | | --- | | * *A calculation using stars depending player’s score* * *When player reaches a checkpoint new skill shooting unlocked* | | |  | | --- | | *01/07* | |

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