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| Project Design Document | |  | | --- | | *11/26/2019*  Steven Li | |

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| Project Concept | | | |
| 1 **Player Control** |  | You control a   |  | | --- | | *Person* | | in this   |  |  | | --- | --- | | *Top Down* | game | |
|  | where   |  | | --- | | *Arrow keys* | | makes the player   |  | | --- | | *Move left and right* | |

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| 2 **Basic**  **Gameplay** |  | During the game,   |  |  | | --- | --- | | *Random fruits* | appear | | from   |  | | --- | | *Top of the screen* | |
|  | and the goal of the game is to   |  | | --- | | *Get a high score while not missing more than 5 fruits* | | |

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| 3 **Sound**  **& Effects** |  | There will be sound effects   |  | | --- | | *When you catch fruit or let fruits pass by* | | and particle effects   |  | | --- | | *When you catch fruit with the player* | |
|  | [*optional*] There will also be   |  | | --- | | *A loss sound when you let too much food pass* | | |

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| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   |  | | --- | | *Fruits begin spawning more frequently and faster* | | making it   |  | | --- | | *Harder to catch them all* | |
|  | [*optional*] There will also be   |  | | --- | | *A point multiplier when you catch more than 15 in a row.* | | |

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| 5 **User**  **Interface** |  | The   |  | | --- | | *Score*  *Lives* | | will   |  | | --- | | *Increase&decrease*  *Decrease* | | whenever   |  | | --- | | *Player catches fruit*  *Player lets fruit pass by* | |
|  | At the start of the game, the title   |  |  | | --- | --- | | *Fruity* | will appear | | | and the game will end when   |  | | --- | | *Player misses 5 fruits* | |

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| 6 **Other Features** |  | |  | | --- | | *Player can head back to the start of the game by clicking spacebar.* | |

# Project Timeline

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| --- | --- | --- |
| Milestone | Description | Due |
| **#1** | |  | | --- | | * *Player camera set up correctly with all the main game objects* * *Player can move in all directions and cannot leave the play area (screen)* | | |  | | --- | | *mm/dd* | |
| **#2** | |  | | --- | | * *Objects spawn randomly on top of the screen* * *When player collides with fruit, fruit disappears* * *When player lets fruit pass, fruit disappears* | | |  | | --- | | *mm/dd* | |
| **#3** | |  | | --- | | * *When player lets fruit pass, one life goes down.* * *When player lets 5 fruits pass, player loses the game.* | | |  | | --- | | *mm/dd* | |
| **#4** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **#5** | |  | | --- | |  | | |  | | --- | | *mm/dd* | |
| **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* | |

# Project Sketch

