| **Project Design Document (JP)** | | *05/03/2023*  Zuvuyan | | --- | |
| --- | --- | --- |

| **Project Concept: Programming Theory Project (OOP)** | | | |
| --- | --- | --- | --- |
| **1** **Player Control** |  | You control a   | *playerType* | | --- | | in this   | *top Down / side view / isometric* | game | | --- | --- | |
|  | where   | *user input type* | | --- | | makes the player   | *description of player movement.* | | --- | |

| **2** **Basic**  **Gameplay** |  | During the game,   | *types of objects* | appear | | --- | --- | | from   | *area(s) of the screen* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *goal of the game.* | | --- | | |

| **3** **Sound**  **& Effects** |  | There will be sound effects   | *description of sound effects* | | | --- | --- | | and particle effects   | *description of particle effects* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*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/lives/timer* | | --- | | will   | *increase/decrease* | | --- | | whenever   | *condition to change score/lives/timer.* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *“Working title* | will appear | | --- | --- | | | and the game will end when   | *condition to end the game.* | | | --- | --- | |

| **6** **Other Features** |  | | *Any other notes about the project that you don’t feel were addressed in the above.* | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

# **Project Timeline**

| **Milestone** | **Description** | **Due** |
| --- | --- | --- |
| **#1** | | * *Functional feature(s) by milestone #1* | | --- | | | *mm/dd* | | --- | |
| **#2** | | * *Functional feature(s) by milestone #2* | | --- | | | *mm/dd* | | --- | |
| **#3** | | * *Functional feature(s) by milestone #3* | | --- | | | *mm/dd* | | --- | |
| **#4** | | * *Functional feature(s) by milestone #4* | | --- | | | *mm/dd* | | --- | |
| **#5** | | * *Functional feature(s) by milestone #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**

