

Project Design Document

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Project Concept

1

Player Control

You control a

human

in this

isometric

game

where

Arrow keys

makes the player

Up, down, and rotated

2

Basic Gameplay

During the game,

plane

appear

from

Middle of the screen

and the goal of the game is to

across the obstacles

3

Sound & Effects

There will be sound effects

no

and particle effects

no

[optional] There will also be

The plane will fall down, when it hits the wall

4

Gameplay Mechanics

As the game progresses,

no

making it

no

[optional] There will also be

description of any other gameplay mechanic(s) and their effect on the game.

5

User Interface

The

plane

will

across

whenever

All the obstacles

At the start of the game, the title

The plane

will appear

and the game will end when

The plane falls down

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	- <i>Make the plane go forward</i>	<i>mm/dd</i>
#2	- <i>Slow the plane down to a manageable speed</i>	<i>mm/dd</i>
#3	- <i>Make the plane tilt only if the user presses the up/down arrows</i>	<i>mm/dd</i>
#4	- <i>Reposition it so it's beside the plane</i>	<i>mm/dd</i>
#5	- <i>Make the camera follow the plane</i>	<i>mm/dd</i>
Backlog	<ul style="list-style-type: none">- <i>Feature on backlog - not a part of the minimum viable product</i>- <i>Feature on backlog - not a part of the minimum viable product</i>- <i>Feature on backlog - not a part of the minimum viable product</i>	<i>mm/dd</i>

Project Sketch



