

# Project Design Document

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## Project Concept

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### Player Control

You control a

*Deer*

in this

*Top down*

game

where

*Arrow keys*

makes the player

*Move around the screen in all directions*

2

### Basic Gameplay

During the game,

*Other animals and obstacles*

appear

from

*The top of the screen*

and the goal of the game is to

*Avoid crashing into rocks and being eaten by foxes*

3

### Sound & Effects

There will be sound effects

*When you bump into other animals, crash into a rock, or are eaten by a fox*

and particle effects

*When you crash into a rock*

[optional] There will also be

*A scrolling background making it look like the the animals are running very quickly*

4

### Gameplay Mechanics

As the game progresses,

*Waves of foxes attempt to attack*

making it

*More difficult to stay alive*

[optional] There will also be

*Hearts that appear, giving the player extra health.*

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### User Interface

The

*Lives*

will

*decrease*

whenever

*The player hits a rock or is bitten by a fox*

At the start of the game, the title

*Oh Deer*

will appear

and the game will end when

*You run out of lives*

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### Other Features

*You will bounce off of larger animals, making it harder to control the player and avoid the dangers.*

# Project Timeline

Milestone	Description	Due
#1	- Project / Camera set up with primitive objects for all gameplay objects	05/07
#2	- Player can move in all directions and cannot leave play area	05/14
#3	<ul style="list-style-type: none"><li>- Objects randomly spawning from top of screen</li><li>- When player collides with other animal, they bounce</li><li>- When player collides with life-up, it is destroyed</li></ul>	05/21
#4	- Primitive objects and background replaced real 3D assets	05/28
#5	- Heath / Gameover mechanic programmed, but not added to UI - just confirmed with logs to console	06/04
#6	- Particle and sound effects implemented, including scrolling background	06/11
#7	- Particle and sound effects implemented, including scrolling background	06/18
Backlog	<ul style="list-style-type: none"><li>- Powerup object that allows player to jump over obstacles</li><li>- High Score board that allows you to input your initials and save scores</li></ul>	07/01

# Project Sketch

