

# Project Design Document

## Project Concept

### 1 Player Control

You control a  in this  game

where  makes the player

### 2 Basic Gameplay

During the game,  appear from

and the goal of the game is to

### 3 Sound & Effects

There will be sound effects  and particle effects

[optional] There will also be

### 4 Gameplay Mechanics

As the game progresses,  making it

[optional] There will also be

### 5 User Interface

The  will  whenever

At the start of the game, the title  will appear and the game will end when

### 6 Other Features

# Project Timeline

Milestone	Description	Due
#1		
#2		
#3		
#4		
#5		
Backlog		

# Project Sketch