|  |  |  |
| --- | --- | --- |
| Project Design Document |

|  |
| --- |
| *mm/dd/yyyy*Student Name |

 |

|  |
| --- |
| Project Concept |
| 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