

Project Design Document

09/12/2024
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Project Concept

1

Player Control

You control a

spaceship

in this

third person

game

where

Clicking the mouse

makes the player

Shoot lasers.

2

Basic Gameplay

During the game,

obstacles including asteroids and enemy spaceships

appear

from

procedurally generated spawners.

and the goal of the game is to

survive for as long as possible.

3

Sound & Effects

There will be sound effects

For the lasers, explosions, engine, etc.

and particle effects

That emit light for the lasers and stars.

[optional] There will also be

Space-themed background music as well as post-processing effects such as bloom and chromatic aberration.

4

Gameplay Mechanics

As the game progresses,

Enemy ships' stats increase

making it

More difficult to destroy them and survive.

[optional] There will also be

Additional items to collect that can help the player temporarily.

5

User Interface

The

score

will

increase

whenever

The player destroys an enemy ship or an asteroid. It will also increase slowly as time goes on.

At the start of the game, the title

and the game will end when

	<i>"Working title</i>	will appear	<i>The player's ship gets destroyed.</i>
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6 Other Features	<i>The player can move freely in 3D space and can dodge and roll to avoid enemy attacks.</i>
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Project Timeline

Milestone	Description	Due
#1	- <i>Functional feature(s) by milestone #1</i>	<i>mm/dd</i>
#2	- <i>Functional feature(s) by milestone #2</i>	<i>mm/dd</i>
#3	- <i>Functional feature(s) by milestone #3</i>	<i>mm/dd</i>
#4	- <i>Functional feature(s) by milestone #4</i>	<i>mm/dd</i>
#5	- <i>Functional feature(s) by milestone #5</i>	<i>mm/dd</i>
Backlog	- <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