| Parkour Shooter Design | | *9/13/2023*  Brendan Smith | | --- | |
| --- | --- | --- |

| Project Concept | | | |
| --- | --- | --- | --- |
| 1 **Player Control** |  | You control a   | *capsule* | | --- | | in this   | *first person* | game | | --- | --- | |
|  | where   | *LMB* | | --- | | *E* | | *[Space]* | | makes the player   | *swing from a grapple hook* | | --- | | *dash in the air* | | *makes the player wallrun/jump* | |

| 2 **Basic**  **Gameplay** |  | During the game,   | *spheroids* | appear | | --- | --- | | from   | *random points in the map* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to   | *reach the end of the level* | | --- | | |

| 3 **Sound**  **& Effects** |  | There will be sound effects   | *wooshy and thumpy for jumping and swinging* | | | --- | --- | | and particle effects   | *when an enemy spawns or takes damage and when the player interacts with surfaces(ie wall run, landing, sprinting)* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *description of any other expected special effects or animation in the project.* | | | --- | --- | | |

| 4 **Gameplay**  **Mechanics** |  | As the game progresses,   | *the levels will provide more obstacles and paths to take to the end* | | | --- | --- | | making it   | *more difficult and variable to reach the end* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be   | *description of any other gameplay mechanic(s) and their effect on the game.* | | | --- | --- | | |

| 5 **User**  **Interface** |  | The   | *score* | | --- | | will   | *increase* | | --- | | whenever   | *the player shoots a spheroid.* | | | --- | --- | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title   | *“Working title* | will appear | | --- | --- | | | and the game will end when   | *condition to end the game.* | | | --- | --- | |

| 6 **Navigation/GameAI** |  | | *Spheroids(enemy) will navigate at the most basic level. They will move forward at a set speed towards the player in a straight line. They will not avoid obstacles and will run face first into them if necessary.* | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

| 7 **Other Features** |  | | *Any other notes about the project that you don’t feel were addressed in the above.* | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

# Project Timeline

| Milestone | Description | Due |
| --- | --- | --- |
| **#1** | | * *Basic movement and level 1 block* | | --- | | | *9/19* | | --- | |
| **#2** | | * *Grappling hook/swinging* | | --- | | | *9/21* | | --- | |
| **#3** | | * *Dashing and wall running* | | --- | | | *9/28* | | --- | |
| **#4** | | * *Spheroids and sound* | | --- | | | *10/1* | | --- | |
| **#5** | | * *Level 2 block and QA* | | --- | | | *10/4* | | --- | |
| **#6** | | * *Polish and finishing touches* | | --- | | | *10/5* | | --- | |
| **Backlog** | | * *Shooting/returning fire with spheroids* * *custom music* * *animations* | | --- | | | *mm/dd* | | --- | |

# Project Sketch

