| Parkour Shooter Design |

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| Project Concept |
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| 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* |
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| --- | --- | --- | --- | --- | --- | --- |
|  | and the goal of the game is to

| *reach the end of the level* |
| --- |

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| 3**Sound** **& Effects** |  | There will be sound effects

| *wooshy and thumpy for jumping and swinging* |
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 | and particle effects

| *when an enemy spawns or takes damage and when the player interacts with surfaces(ie wall run, landing, sprinting)* |
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| --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be

| *description of any other expected special effects or animation in the project.* |
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 |

| 4**Gameplay****Mechanics** |  | As the game progresses,

| *the levels will provide more obstacles and paths to take to the end* |
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 | making it

| *more difficult and variable to reach the end* |
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| --- | --- | --- | --- | --- | --- |
|  | [*optional*] There will also be

| *description of any other gameplay mechanic(s) and their effect on the game.*  |
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| 5**User****Interface** |  | The

| *score* |
| --- |

 | will

| *increase* |
| --- |

 | whenever

| *the player shoots a spheroid.* |
| --- |

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| --- | --- | --- | --- | --- | --- | --- | --- |
|  | At the start of the game, the title

| *“Working title* | will appear |
| --- | --- |

 | and the game will end when

| *condition to end the game.* |
| --- |

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| 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.* |
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| 7**Other Features** |  |

| *Any other notes about the project that you don’t feel were addressed in the above.* |
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# Project Timeline

| Milestone | Description | Due  |
| --- | --- | --- |
| **#1** |

| * *Basic movement and level 1 block*
 |
| --- |

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| *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* |
| --- |

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| **Backlog** |

| * *Shooting/returning fire with spheroids*
* *custom music*
* *animations*
 |
| --- |

 |

| *mm/dd* |
| --- |

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# Project Sketch

