**WHACK-A-MOLE**

Game Design Document

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**Game Idea**

* Whack-A-Mole, originating from the arcade era where it was played physically on a machine, is now implemented on a web-style video game. Similar to its predecessor, all the player has to do is to whack the moles coming out of their burrows before the timer runs out

**Game Objectives**

**Game Mechanic**

* Whack the moles coming out of the holes. This rewards the player with an additional 1 minutes, letting them continue playing the game
* If the player misses a hit, they will be given a penalty of a 10 seconds deduction on the timer

**Game Challenges**

* Whack as many moles as possible before the 10 minutes timer runs out
* The moles would come out of their holes at random and will burrow back in a second

**Win Conditions:**

* When the timer ends with atleast 1 mole whacked

**Lose Conditions:**

* Hitting anything that isn’t a mole 3 times
* When the timer runs out without any moles whacked

**Levels:**

* One level only

**Audios:**

**Sprites:**