**WHACK-A-MOLE**

Game Design Document

Ava | Eden | Henry

A cartoon of a mole

Description automatically generated

A screenshot of a video game

Description automatically generated

**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 a score
* If the player misses a hit, they will be given a penalty of a 1 second deduction on the timer

**Game Challenges**

* Whack as many moles as possible before the 15 second 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 10 moles whacked

**Lose Conditions:**

* Hitting anything that isn’t a mole will waste away your timer
* When the timer runs out without any moles whacked

**Levels:**

* One level only

**Audios:**



**Sprites:**

Mallet Cursor


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**Work done by the Group:**

* **Ava –** Level Design, Raycast Script to whack moles, Sprite Animation, Game Debugging, Tester
* **Henry –** Programmer, User Acceptance Tester, Spawner script to spawn Moles
* **Eden –** Audio Designer, Sprite Designer, Integration Tester

**GITHUB Branches**

Link: https://github.com/23-AvaPunzalan/10\_BoboArcade.git

* **Ava –** Prj-A Branch (Merged with GDD branch & main branch)
* **Eden –** Prj-E Branch (Merged with Asset branch & main branch)
* **Henry –** Prj-H Branch (Merged with Asset branch, Script branch, & main branch)

Many files are merged with the main branch