**Anjie’s Arcade GDD**

# Overview:

The main premise of the game is an Arcade Room with different game machines that the user can play. Each machine is a different game that the player can attempt freely and reach different high scores. The player can interact with different objects around the room.

# Theme:

The overall theme of the game will be a calm relaxing atmosphere with music and colours to match the area.

This will include different blue light variants and warm yellow spots.

# Story:

The player is as themselves when the game begins and is placed at the entrance of the Arcade where they are then

# Focus Areas:

# Gameplay:

# Game Experience:

# Mechanics:

## Movement:

* Main player movement
  + Walking

## Interact:

* Minigames
* Objects
* NPCs

# UI:

* Transitions
* Animations
* Design
* Layout

# Minigames:

# Audio:

* Arcade sound effects
  + Beeping machines
  + Music
  + Glasses from bar
* Game sound effects