**3 Design Pillars**

(short sentences and or bullet points that define your game, the game can’t exist without this)

1. Approachable

simple, easy to pick up and play, about playing with friends, friendly competition

The game should be simple so that new players can pick up a controller and understand how to play quickly. Anyone can be emperor.

1. Colour(ful)

vibrant, playful, bright, comedic, funny

The gameplay should create a fun and casual atmosphere where players can laugh at the comical misfortunes of their uncoordinated penguin friends.

1. Chaotic

crazy, underdog, fast paced, spontaneous, unexpected play, emergent play

If you aren’t falling off that ice something is wrong. If the emperor doesn’t win by some twist of fate and snatch the crown their rule isn’t legitimate! Death to the emperor!