Game Design Document

# Game Overview

## High Concept (Elevator Pitch)

## You are an alien who is fascinated by the ancient art of crop circles. You must hone your skills as a crop circle artist without reflecting your lasers off the tin foil hats.

## Game Summary

This game will have a few short levels with a crop circle pattern to trace with the mouse. The mouse position will have a UFO cursor and the player will have to avoid running into the tin foil hat conspiracy theorists.

# Gameplay

## First Minutes

The first few things the player should notice is the random movement of the tin foil hat dudes and the crop circle pattern to trace. We want the shapes to be fun with simple pictures to make the game more entertaining for the player.

## Game Flow

There will be a timer at the top of the screen and the player will have to trace the entire pattern by the time the timer runs out. The only problem is where ever they go, they burn a pattern in the corn with their laser, and the laser reflects off the randomly moving tin foil hats and destroys the ship.

## Victory/Lose Conditions

There will be a certain accuracy requirement for tracing the circle to pass each level and a time limit of around 15-20 seconds for the player to trace the pattern in.

# Target Audience

Target audience for this game is younger kids who typically enjoy the games on Cool Math. Those flash games were our inspiration as we liked the short levels and “pick up and play” structure many of them featured. They appealed to us when we were younger, around the 10-14 age range, so that is our target audience.

# Asset List

Programming

Random Motion script for tin foil hats

Follow mouse script

Timer

Accuracy checking- check if corn changed on pattern line and use vectors to check if corn changed too far away from lines

Buttons

Game Manager

Art

Corn field- normal, outline, and burnt corn

UFO

Tin foil hat

Menu screen- button and backgrounds