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| Game design document |
| Module 4 – online multiplayer golf |

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# Overview

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| Title | Golf Them! |
| Platform | Windows |
| Genre | Multiplayer Minigame |
| Target Audience | Players looking for a game to play with friends. |
| Release Date | January 2024 |

# High Level Concept

Players are put into a game with their friends where they race to finish the course one level at a time. Players will get a score at the end of the game (lower is better) based on how many shots they had to take. The players will be able to invite their friends to a game and they can add friends through the in-game friends search.

Players will be able to

Dedicated server mode with leaderboards and stuff.

P2P mode which will be playable even after the servers are shut down.

Use Riptide for networking?

# Ideas

* Tower climb clone
* Zachtronics clone but with physics
  + Chemistry type game with balls to represent chemicals
* Golf it clone

Tower climb and golf it clones are the best ideas so far