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Type Sledder - Game Design Document

The following guide is the game design document for **Type Sledder**, a procedurally generated typing game with peaceful game elements inspired by **Alto's Odyssey**, **Waver**, and **Club Penguin's Sled Racer**. The goal of this game is to provide a fun typing experience where the play style isn't fully built upon one's typing skill, e.g. speed of typing for type racer, while leaning on typing as the central mechanic.

You can find the document live here:

https://docs.google.com/document/d/1fuH0eViOEeHKqFhx_HLwA-48ubz2POWXmZSmEO9ILY/edit?usp=sharing