**Rapid Games Prototyping**

**Tutorial - Game Design Document**

Please fill-in the game design document template that includes all critical sections that can assist:

**Objective**

The game will be an endless experience where the player will rack up points by killing enemies, there will be different enemies to defeat and the game will get harder the longer it goes on.

**Gameplay Mechanics**

This is where you explain your game's core loop(s), whether your game is real time or turn based, single player or multiplayer, social or not, and any key aspects of your gameplay - this could be anything from your power-up system to special enemy types to the ability to rewind time.

The game is single player and is played in real time

**Level Design**

Here you need to think about what principles you will follow when designing a level. Describe what a typical level will look like but also list any constraints your game's design will place on the levels. For example, you may decide that every level will have a section where the player cannot mess up, or you may want to note that levels in your game should designed so no backtracking is necessary.

If your game is auto-generated (infinite runners like Flappy Bird / Timberman), use this space to describe how difficulty will increase over time.

**Technical**

**Controls**

How will the player interact with the game?

Must have should have could have will not have