**Game Design Document**

Mini games about our life with plot bits and little to no platforming.

**General systems:**

2d movement

Menus

**Game segments:**

**Laundry sorting mini game:**

guy sorted the laundry all wrong and lotem has to go sort it out before class.

Timer and score

Level mechanic:

Option 1: endless runner. Lotem holds a basket while running.

Obstacles are assorted laundry and we use buttons to change basket color.

Option 2:

Laundry falling from the top of the screen.

Lotem holds a basket and collects. Change basket with buttons.

Option 3:

Basket full of assorted laundry.

Lotem picks up an item and the player needs to press the button the correlates with the correct basket.

To Do Later:

Add score based on performance.

Drive to college:

TO DO add details.

Cooking

Dishes mini game

TO DO add details.