**Game 3011 A4 Design Doc**

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**Overview:**

Our Game is a 2d hacking puzzle minigame similar to pipe-mania or the pipe minigame from bioshock 2.

**Theme:**

In our game you’re hacking nature itself with our lovely forest themed background. The minigame would go well in less futuristic games that still want to include hacking minigames. It would be good for fantasy games that might have super advanced irrigation and hydraulics systems instead of sci-fi technology..

**Inputs:**

The only inputs we use are the mouse’s position and left click. Players click on buttons to navigate the menus and in the minigame they can click on the tiles to rotate them.

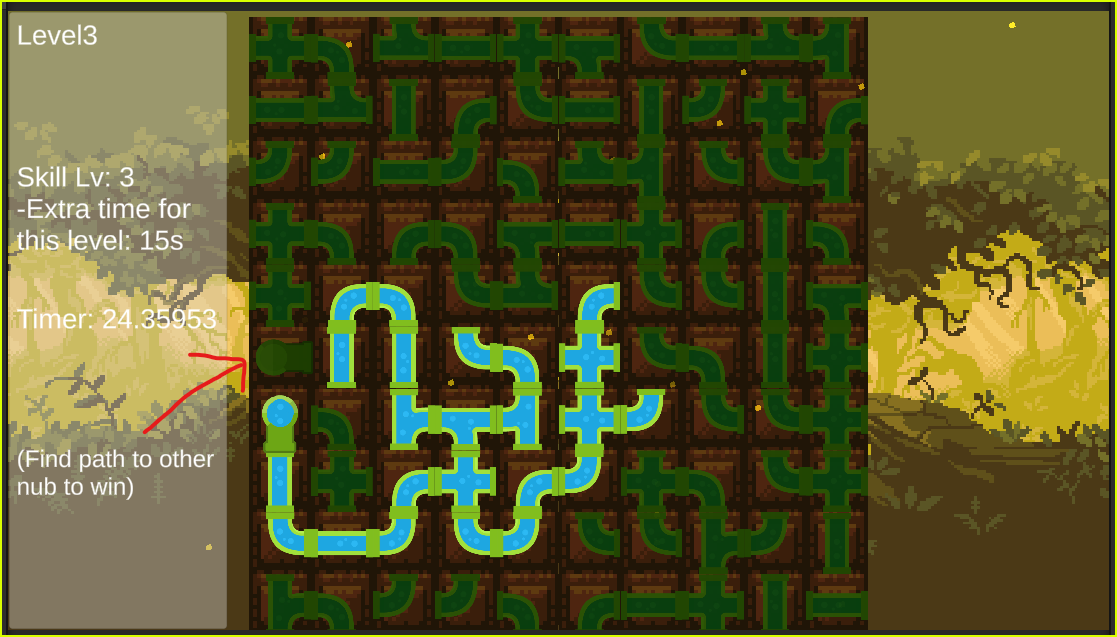
**Mechanics:**

The game randomly generates a path of tiles from a start point to a random end point by checking the surrounding tiles and advancing to open tiles until it reaches the desired length or runs out of space. This path can also loop back into itself, in which case we use pipes with multiple directions.

Unused tiles are filled with random pipes and all of the tiles have their rotations randomized.

Players will have to complete the path by rotating tiles until they complete the link from the start point to the end point.

Players will be timed, if time runs out before they complete the path, they lose.

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**Difficulty:**

We have three levels of difficulty: easy, medium and hard.

* Easy has a 6/6 grid
* Medium has an 8/8 grid
* Hard is 10/10

**Player Skill:**

Player skill is based on the amount of time it takes to complete the puzzle

* Lv1: get 10% more time
* Lv2: get 33% more time
* Lv3: get 50% more time