GAME3011 A3 Phu Pham

**Match 3 Minigame Game Design Document**

* **Theme**
  + The minigame has a relatively simple theme centered around gemstones
* **Overall system**
  + The minigame consist of a gameboard and a scoreboard
  + Upon picking the difficulty in the menu, the game will generate the corresponding gameboard
  + The player can move the gems by clicking and dragging them either up/down or left/right
  + The player gains point by match gems either in a square pattern or a line with 3 or more of the same type
  + The player will win the game if they manage to reach the target points before times runs out
  + The player will lose the game if they run out of time
  + The player can exit the game at any time during gameplay
* **Inputs:**
  + The gems can be moved by clicking and dragging around with left mouse button
* **Levels of difficulty & Player Skill:**
  + There are 3 levels of difficulty for the game
  + The levels are as follows: Easy, Medium, Hard
  + Easy: 4 types of gems, 8 minutes timer, 50000 points target
  + Medium: 5 types of gems, 5 minutes timer, 75000 points target
  + Hard: 5 types of gems + blocker, 4 minutes timer, 80000 points