**Team 2: Week 2 Design Document**

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Goal: Escort the payload

Setting: On a mountain

Genre: Arcade and physics

Art Style: Colorful

Twist: The monsters can be your friends

Bonus: Portals

Concept:

The player must escort a box filled with potato chips to the top of a Yeti-infested mountain.

Theme:

Colorful Modern Fantasy

Gameplay:

The player uses physics to push a box of chips up a rocky and snowy mountain. There are yetis who wish to steal all of the chips, but they can be befriended by throwing chips at them.

Balancing Features:

Physics adjustments i.e. pushing power

Yeti quantities

Yeti hunger and speed