**Team 2: Week 4 Design Document**

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Goal: Get a full tummy

Setting: City

Genre: Casual Action

Art Style: Colorful

Concept:

Help a hungry slime in a big city navigate through pillars and get food by clicking when it’s safe to snack.

Theme:

Omnivore.

Fantasy and food.

Gameplay:

There are pillars in front of the player with gaps, and the gaps have food. The player must jump through the gaps one at a time to get the food. The player is on a timer as their hunger ticks down, so they must act quickly to get more food without hitting a pillar.

Balancing Features:

Aiming line turn speed and size

Hunger deplete / increase speed and amounts

Pillar gap sizes and pillar spacing