Game Design Document One

App game: *Ice cream slide (working title)*

General idea:

you have a character that has to navigate over a icy lake collecting ice cream bars, however every time the character takes a step, cracks form in the ice where he had previously been. Whenever the character steps into cracked ice, the character freezes and the round resets. The game has an element of randomness because though the character has free 180 degree movement each level is divided into a hidden grid and if some ice in a tile is considered cracked, the rest of the ice in that tile is cracked, though it does not visualy appear so.

Points are given when completing the level and getting all the bars, when traversing every time, and maybe when getting other collectables as well.

Nessessary assests:

Visual assets

Character:

Left

Right

Forward

Backward

Breaking ice

Ice cube

Cracked ice (probably going to be an overlay):

Variant 1

Var 2

Ice tile:

Var 1

Var 2

Water tile:

Var 1

Var 2

Land tile:

Var 1

Var 2

Var 3

Tree tiles?:

Bark tile?:

Leaf tile?:

Audio assets

Break ice:

Sploosh:

Fall:

Walk:

Ice cream jingle:

Completion jingle:

Other special jingle?:

Timeline

Engine (bare bones) 1-2 months

Automation 1 month

Asset creation 1 week

Asking price:

Free for 15 premade levels

99 cents remove ads

99 cents or 1.99 for 15 more premade levels and automation, remove ads, and maybe other fetures