Mission Design Document Template (Rain Painter)

Ethical Theory: Alvin

Multicultural Anti-Racism. We are using the book ***Anti-racism*** by Alastair Bonnett as a defining theory for this game. https://ebookcentral-proquest-com.ezproxy1.lib.asu.edu/lib/asulib-ebooks/reader.action?docID=235073

Theory Subset: Alvin, Ray

Chapter 3, practicing Anti-Racism. "The three key elements of multicultural practice common to both cases are as follows: 1) 'Opening up' the school to the outside world 2) Racism as cultural exclusion 3) Exercising the empathetic imagination" (Page 95)

Level 18, Act 01 – Overview (Madesyn)

The player is tasked with collecting water from raindrops. The trickster rain god will try to halt your progress by sending down lightning.

Identify the classes: Avatar, Lightning, Tumbleweed, Raindrops, UI (Alvin)

Objective 01: Collect 200 raindrops in the allotted time(2 minutes)(Madesyn)

Run around the map to collect raindrops while avoiding obstacles
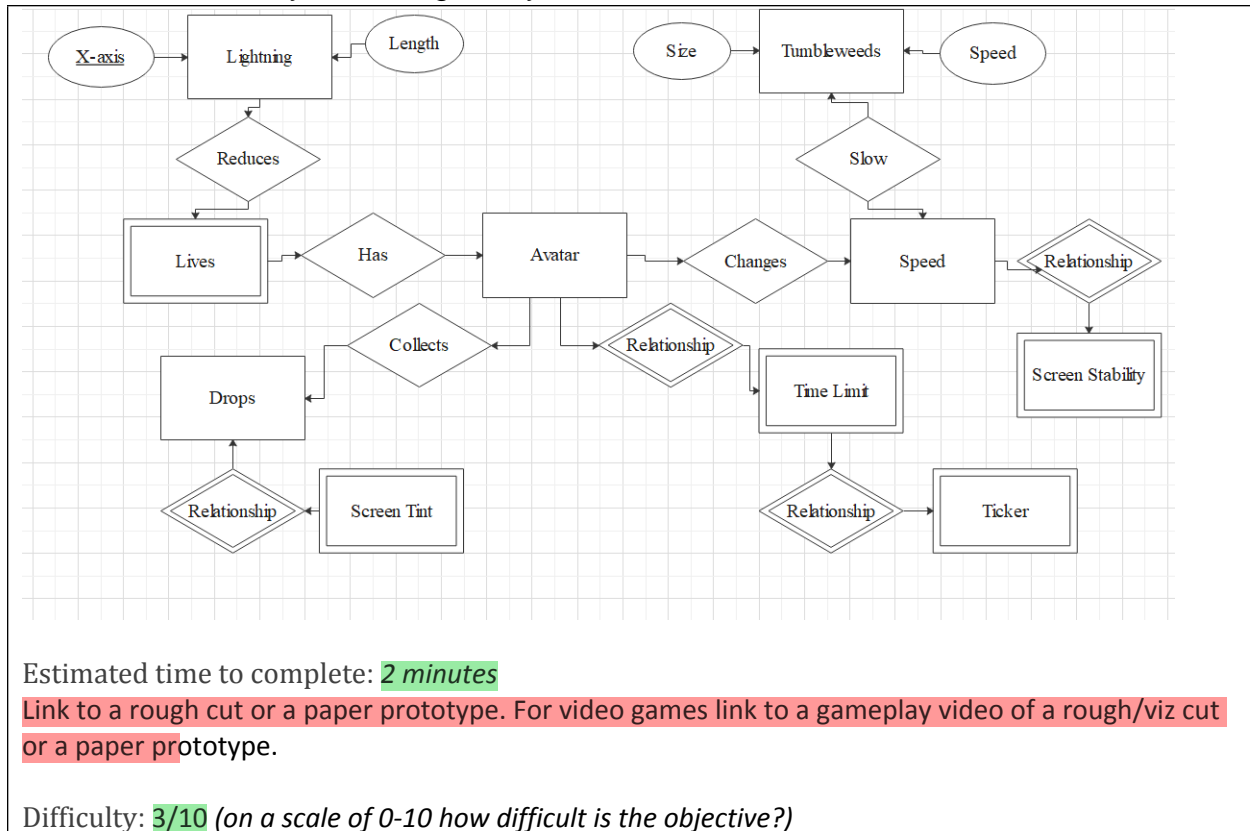
Identify the mechanics:
- *Run*
- *Jump*

https://www.criticalpathproject.com/video/using-verbs-to-describe-game-mechanics/

Player progression:
- Collect 200 raindrops as they fall from the sky
- Don't get hit by lightning
- Get to 200 before time runs out

Progression flowchart:

X-axis → Lightning ← Length   Size → Tumbleweeds ← Speed

Reduces   Slow

Lives ← Has → Avatar → Changes → Speed → Relationship

Collects   Relationship   Screen Stability

Drops   Time Limit

Relationship   Screen Tint   Relationship → Ticker

Estimated time to complete: *2 minutes*

Link to a rough cut or a paper prototype. For video games link to a gameplay video of a rough/viz cut or a paper prototype.

Difficulty: 3/10 *(on a scale of 0-10 how difficult is the objective?)*