# 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. There are tumbleweeds.

*Identify the classes:*

Player (avatar), Water (Raindrops), god, progress Lightning, Tumbleweed, Progress (UI )(Alvin)

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| *Objective 01:* Collect 200 raindrops in the allotted time(2 minutes)(Madesyn)  Run around the map to collect raindrops while avoiding obstacles (lightening [and tumbleweeds?])  Identify the mechanics*:*   * *Run* * *Collect* * *Avoid (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:  *Needs to be written*  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?)* |