Game Design Document

# Game Overview

## High Concept (Elevator Pitch)

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So you control a bird and you try to go through narrow pipe openings. Controlling the bird is meant to be frustrating and it basically hops in midair instead of actually flying. The game shows a high score which is meant to addict the player to do better.

## Game Summary

We are trying to emulate flappy bird our gimmick is that seasons change every 20 seconds. You have to fly through pipes to get score and if you hit a pipe you have to restart the whole game. The game is endless and your score can go to the hundreds.

# Gameplay

## First Minutes

The first minutes you will see every concept the game has to offer such as flying, flying through the pipes, gaining score, changing seasons, struggling with the janky flight pattern of the bird and death and maybe frustration.

## Game Flow

What we expect from the player is starting out the game and at first struggling but we hoping that the gameplay captures their attention so that they player keeps playing and trying to get a higher and higher score. There are audio queues for death, flying, and passing through pipes,

## Victory/Lose Conditions

Our game is endless so the victory and lose conditions are a little unique. It’s really the player’s choice whether they want to continue playing the game but the only thing that will kill the player is the pipes they have to fly past

# Target Audience

Our game is mainly catered for kids. The art style is meant to capture a young audience with its highly saturated coloring and simplistic style. The bird also is in a cartoony style to also attract children.