# Project Requirements: Option 1

**PROJECT REQUIREMENTS: OPTION 1**

The **mini game** will teach the traditions of the selected culture in a user-friendly way.

* Mini game should:
  + be developed in Unity Game Engine.
  + contain at least three fully developed levels.
  + use design patterns appropriately.

IT6041 Software Project

Ten-page Game Design Document

**Title page:**

**Game Outline:**

**Character description:**

**Gameplay:**

**Game world description:**

**Game experience:**

**Gameplay Mechanics:**