**Digital Penguins** Design Document

High Concept:

Brief:

* Racing game similar to ‘Mario Kart’ with power ups. But with a much more chaotic environment such as dodging obstacles through weaving and jumping. Single player mode with competitive high score, and two player mode - head to head racing.

Perspective:

* Top-Down. Slight Eagle Eye view. Character on the bottom of your screen.



Theme:

* Snowy-Icy. Penguins. Pixelated.



Actions:

Player Actions:

* Jump
* Swerve Left
* Swerve Right
* Slow Down
* Activate Power-Up (Power-Up may be activated automatically upon pickup)

Player Movement and Motion:

Forward Motion:

* Automatic forward motion, the player will always be moving forward regardless of input.
* The longer the player travels without collision the faster the player will go.
* Hitting into an object will drastically reduce the players speed and grant temporary immunity.

Swerving:

* TODO:

Obstacles and Enemies:

Obstacles:

* Ice - prevents swerving and slowing down while atop it while also speeding the penguin up
* Hole in the ice - must be jumped
* Boulder - a giant stationary rock that requires the player to move around it

Enemies:

* Polar Bears - Moves across the screen in a straight line. (player 'death' on collision)
* Flock of Birds - A large flock of birds flies over the map covering the screen, so the players are unable to see for a few brief moments. (no possible collision)

Split Screen:

Two Player Mode:

* Screen is split in two so each player has their own separate view of the same world.

Single Player Mode:

* Boarders made out of icy rock on the side of screens to make up for lack of a second player.