**Unusual Fight GDD**

1. Game overview

Platform：PC

Control：Mouse

Game type：3D Leisure games

Camera：Perspective camera follows First-person view

2. Game rules

* The game is an arcade game in which the player manipulates an object with a turn system and confronts the object on the table.
* The control is to apply a certain vector force to the object, so that the object hits the target and knocks the target away from the safety zone. When there is only one object left on the table, the correspondent player wins.
* The shape, mass and material of the object affect its speed, friction and elasticity.
* The game function is based on the engine's build-in physical system.

3. Game arena

* The arena is divided into two parts: safe area and death zone. The player fights in the safe zone, knocking the enemy out of the safe zone and win.
* Some arenas have props and damaged buildings, some even have traps.

4. Game Level

The game is designed to give the player easy pleasure, the difficulty depends on the enemy's AI intelligence, the basic properties of the object, the player's understanding of maps and props.

5. Game props

Some items in the map that use the trigger directly after contact.

Increase/decrease weight, increase/decrease friction, increase/decrease volume…

6. Technical difficulties

* How to operate in strength and direction
* Balance of the fight between objects
* The design of the map