**Game Title:** SnowBoarder

**Genre:** Sports, Arcade

**Platform(s):** PC

**Overview:**SnowBoarder is an exhilarating snowboarding adventure where players navigate downhill slopes, perform tricks, and overcome obstacles to achieve the highest score. Featuring realistic physics, dynamic weather, and a challenging progression system, this game delivers an immersive winter sports experience.

**Gameplay Mechanics:**

* **Core Gameplay:** Players control a snowboarder, maneuvering through slopes with responsive controls for turning and speed adjustment.
* **Objectives:** Reach the end of the course while maximizing points by collecting snowflakes, performing tricks, and avoiding obstacles
* **Controls:** Intuitive movement controls for turning, and performing stunts.

**Story & Setting:**

* **World/Setting:** A visually captivating winter wonderland featuring various mountain terrains, forests, and snow-covered landscapes.
* **Storyline:** Players take on the role of an aspiring snowboarder competing in extreme snowboarding challenges across different locations.
* **Character:** An enthusiasm snowboarder

**Game Modes:**

* **Single-player:** Challenge-based levels with decreasing difficulty fitting for multiple play style.

**Movement and acceleration:**

* **Press and hold up key:** increase the moving speed.
* **Left and RIght key**: Used to tilt board forward and backward.
* **Realistic gravity:** Without user direct interaction, the character will realistically continue to slide down according to the gravity drag.

**Art & Sound Design:**

* **Visual Style:** Crisp 2D graphics with vibrant winter aesthetics.
* **Audio:** Immersive sound effects for snowboarding and environmental elements.

**UI and screen design:**

* **Main menu:** Simplistic UI, easy to navigate, allow smooth frame rendering for low performance machines.
* **Level selection:** Allow players to choose between multiple levels.
* **High score screen:** Let players see their highest score on each level.
* **Game over screen**: show user score when the level is finished or the game is over.

**Technical Details:**

* **Engine:** Leveraging Unity’s physics engine for realistic slope dynamics, sound effect system to notify users on important events such as losing lives or clearing a stage and particle system to create an immersive feeling of a snowy winter environment

**Target Audience**

* Casual gamers, winter sports enthusiasts.

**Levels**

Multiple levels with decreasing difficulty.

* **Level 1**: On the top of the mountain, this is a long level designed to test the player's patience.
* **Level 2**: Slope with dense clouds and hazardous cliffs, requires careful attention.
* **Level 3**: Near the ground level, just for chilling.

**Hazards:**

* **Clouds**: Blocking player vision.
* **Rough terrain**: Potentially cause accidents if the player does not pay attention.

**Scoring System**

1. **Performance-Based Scoring:**
   * Points are awarded based on speed player per frame

Score Bonus = Speed × 10

1. **Combo Bonus:**
   * Performing consecutive tricks to increase bonus points