Mini-Game Design Doc Template

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Forked and modified from [Game Dev Underground](#) & [Josehzz](#) (under [CC 4.0](#))
Additional game design resources [here](#).

Mantra/Tagline
A single sentence description of the game that you will use to guide design decisions.
Example: an educational infinite running game that tests your mental reflexes.

> A game downhill racing game featuring penguins on a snowy mountain avoiding obstacles.

Design Pillars
List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. *Example: Fast. Cerebral. Smart.*

| Rush	Competitive	Lowkey anxiety

Story/Gameplay Summary
List what the game is from a gameplay and/or story perspective. *Example: This game places the player into an infinite runner where they have to answer progressively harder trivia questions about geography in order to get power ups and stay alive.*

> This game puts the player in the shoes of a penguin who has entered a competition to be the fastest penguin in the region. They will have to avoid obstacles, get powerups and do 'tricks' to reach the end first.

Storyboard
What's the arc of the gameplay? See this [introduction to storyboards](#) for user experience design. Use their [template](#), or something like it with frames that have captions. See some game storyboard examples: [VR game](#), [robo game](#), [platforming game](#). Your storyboard should have at least six frames that explain the key features of your game. Think about the progression all the way from title screen to the win/end screen.
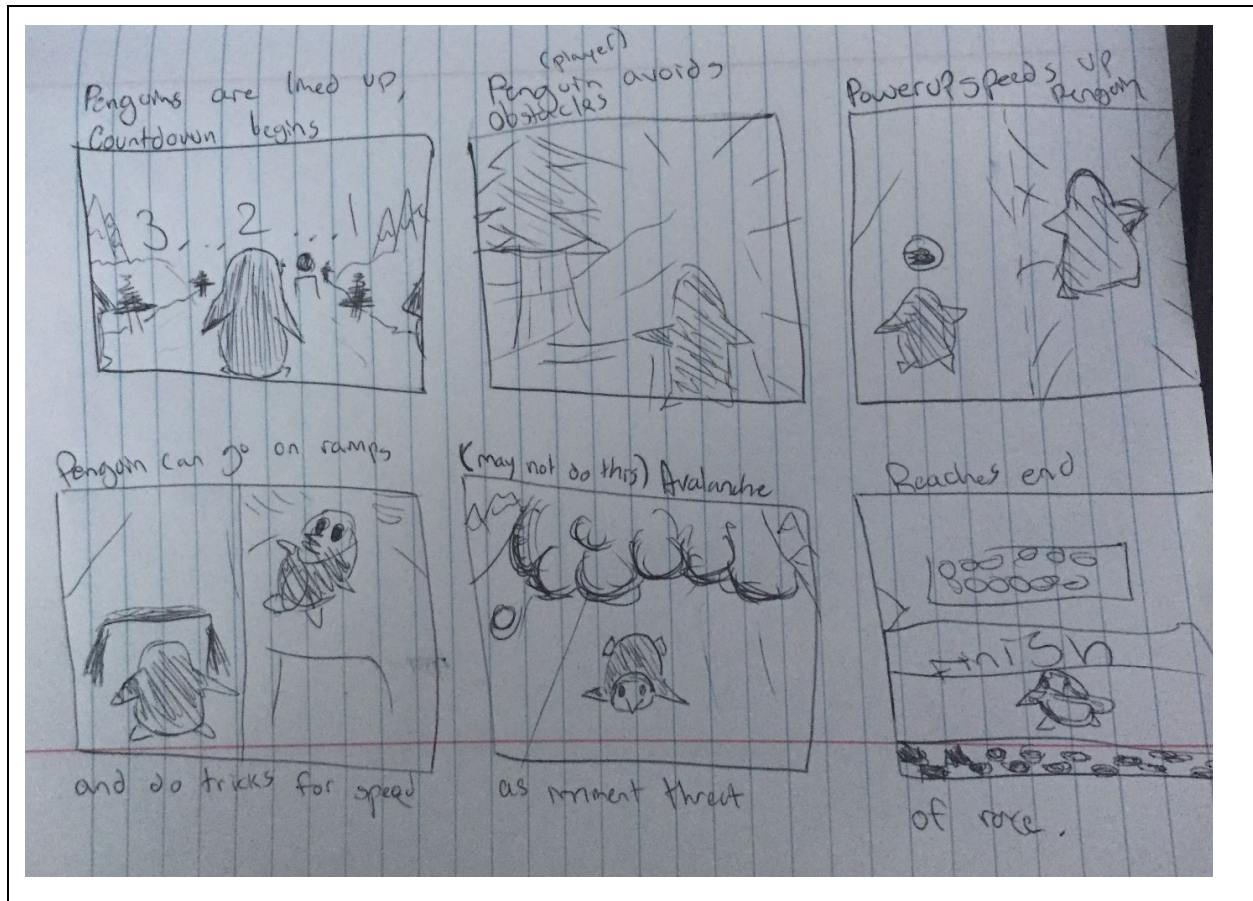
Feature List

List all the features that you want to include in your game. Don't worry about implementation - it's okay to list a feature you don't know how to make. Everything is a feature - from collectables, to player controls to showing visual feedback when a character is hit, to story voice-overs triggered when you enter a room, to a HUD, to the player's footstep sounds, etc. If you've got less than six features, you are very likely missing things or your features are too big (e.g. "platforming" is not a feature, it's multiple - player movement controller, level design, player animation, etc.).

● Player control (left/right and jumping) ● Tricks input (a set of inputs or one) ● Power-ups (speed boosts, etc) ● Different maps ● Crashing anim/effect ● Current position marker ● Dizzy particles (when player hits obj)	● Snow trail particles ● Camera shake ● Wind/speed lines ● SFX & Fast music ● Mountain skybox ● AI penguins (might be hard) ● Timer ● Speedometer ● Split-screen multiplayer (maybe)

Prototype
Describe what you'll need to build for your prototype of the core mechanic of your game. What's the least you can build to test your idea? *For the infinite runner quiz game, that would mean that, at the bare minimum, my prototype should feature a player object moving forward with obstacles spawning in the way and a way to track when the player hits an obstacle. I would use simple Unity primitives for the player (gray sphere) and obstacles (red boxes).*

> A player object that can slide left or right as well as a slanted plane that has objects as obstacles and objects as powerups. Maybe a finish line.

References
Link to at least three links to other pieces of media - books, designs, other games, etc. - that have something similar to what you are trying to accomplish and explain which element you are interested in. It could have similar gameplay elements, a related story motif or an aesthetic you want to remix.

> Extreme Tux Racer
> https://qph.fs.quoracdn.net/main-qimg-ccdc36fb41126827c16090be272512ea.webp
>
> Sanic Ball
> https://n6s6b6w9.stackpathcdn.com/client/h_310,q_lossy,ret_wait/https://lh3.googleuser content.com/qeLnXUCaI9TZulFBKEdgKpSH54Ofeq8cw_Cl0s1WALFlDOcQ9xQUw-Wgox52 ZR1mjA
>
> Surfs Up Video Game
> https://media.playstation.com/is/image/SCEA/ulus-10262-game-ss-1?$MediaCarousel_Lar geImage$

Target Audience & Platform
Who is the target audience for the game (e.g. age, interests, type of games they play, when they play)? How does that experience it (e.g. mobile, browser, AR/VR, desktop with keyboard, console with controller site-specific, etc.)? "Everybody" is not a target audience. *For example, for an educational game to teach geography, the target audience might be high schoolers who like to play quick and rewarding casual games, and it will be played in classrooms on PCs with a mouse and keyboard.*

-Ages 5 - 15
-Likes penguins and racing games
-Either mobile or desktop with keyboard
-Competitive players

Asset Research
This is primarily a scripting class, so the focus is not on creating your own assets. Look through the free resources to find assets that you are considering for your project. Link them below. At minimum, you should have both visual assets and sound assets linked below.

Penguin model
https://sketchfab.com/3d-models/low-poly-penguin-2447f7535657403f8b99256638d011e5

-   Chose this asset because it is simple and I think the hat is a nice little addition

Kenney's Nature Pack
https://kenney.nl/assets/nature-pack-extended

-   Chose this pack because it features a wide variety of trees and other objects I can put on the mountain

I plan on creating the music myself, but the power up sound could be this
https://freesound.org/people/StudioCopsey/sounds/77245/