Game Design Document

# Game Overview

## High Concept (Elevator Pitch)

## The player will try to all 36 of the blocks in the level as fast as possible..

## Game Summary

## A racing game where you try to race against yourself.

# Gameplay

## First Minutes

The player will see a car with an array of blocks.

## Game Flow

They will press space to start, then will appear in a room full of blocks. Once all of the blocks are gone, the player will be sent to an end game screen.

## Victory/Lose Conditions

Player wins if they beat the score, lose if the don’t

## Asset List [To be written by the Producer]

Block – explodes when touched by the player or the hammer.

# Target Audience

Speed runners.

# Schedule [To be written by the producer]

## Day 1

Do art, set up level and colliders.

## Day 2

Set up scripts and finish the basic prototype

## Day N

Finish setting up start/end screens and finish game.