**Game Design Document: Number Wizard**

**1. Overview**

* **Title:** Number Wizard
* **Genre:** Puzzle/Casual
* **Platform:** Unity (PC/Web)

**2. Game Concept** "Number Wizard" is a simple number guessing game. An AI attempts to guess a player's chosen number, with the player providing hints.

**3. Gameplay Mechanics**

* Player thinks of a number between 1 and 10.
* AI guesses a number.
* Player responds with:
  + 'H' if their number is higher.
  + 'L' if lower.
  + 'Spacebar' if the guess is correct.
* AI has three attempts to guess correctly.
* Game ends with either AI victory ("I win") or player victory ("You win").

**4. User Interface**

* **Main Screen:**
  + Simple background.
  + Display AI's guess and instructions: "Think of a number between 1 and 10. Press H if your number is higher, L if lower, Space if correct."
* **Win/Lose Screen:**
  + Display "I win" for AI victory.
  + Display "You win" for player victory.

**5. Controls**

* Keyboard:
  + 'H': Higher number.
  + 'L': Lower number.
  + 'Spacebar': Correct guess.

**6. Graphics and Sound**

* **Graphics:** Minimalistic for clarity.
* **Sound:** Basic effects for interactions and game outcomes.

**7. Development Phases**

1. **Initial Setup:**
   * Unity project setup.
   * Basic UI creation.
2. **Game Logic:**
   * AI guessing algorithm.
   * Player feedback implementation.
3. **Testing and Debugging:**
   * Smooth game operation.
   * AI behavior adjustments.
4. **Final Touches:**
   * UI polishing.
   * Sound implementation.
   * Final playtesting.

**8. Target Audience**

* All ages, especially those interested in simple puzzles or learning game development.

**9. Estimated Development Time**

* 1-2 days, suitable for an educational project.