Arctic Adventure

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Game Design Document

Table of Contents

GAME DESCRIPTION

GAME MECHANICS

Player Experience

Game Mechanics

Game Flow and Screens

Screen Mock-ups

GAME DESCRIPTION

Arctic Adventure is a 2D platform game where the players uses the main character “Penguin” to collect coins and special items. The platforms and items are randomly placed throughout the entire game. The Penguin can run and jump. The player answers questions when they collect the special items. Answering correctly the questions gives the player lives or jetpacks.

You lose once you fall of the platforms. The players gets a score by collecting the items in the game.

GAME MECHANICS

Player Experience

The background and all resources used in the game, make the player feel like in the actual Arctic with a screen proportion of 16:9.

Core Game Mechanics

* Penguin running and jumping around all the game area collecting all the items.
* The penguin can jump on every platform.
* If the penguin falls from the platforms, the game ends.
* Once the player dies, they can save their score with their name and they’ll be placed in a leaderboard.

Game Flow and Screen

Leaderboard

Gameover

Quit

Game Scene

Start Screen

ScreenMock-ups







