Dragon Game

Game Design Document

Daniel Frank

# Game Name

Dragon Game (Working Title)

# Summary

Get to the mountain in the center of the map before the other player.

# Genre

Turn-based strategy

# Audience

All ages

# Controls

Click to move

# Theme

Dragons!

# Tech Stack

Unity, [https://paletton.com](https://paletton.com/), [https://game-icons.net](https://game-icons.net/)

# Platform

PC (Steam), Google Play, Apple

# Game Moment

None, really. It’s a simple game

# Game Summary

Players attempt to get to the middle of the map first. Each play has one turn per round. At the end of each round, the mountain in the middle erupts, adding to the board obstacles and coins. If a player gets a coin in their current turn, they get an additional move.

# Player Experience

The player is a dragon, trying to get to the mountain of gold in the middle before the other players.

# Central Story Theme

Dragons want gold.

# Design Pillar

Think “Game of Thrones”, but only dragons.

# Remarkability

Randomness of new tiles at the end of each round.