Ice Track Trains GDD

# Target Audience

Just People

# Pillars

* Management
* Puzzle

# Genré

Management

# Level Design

Insert pic here

# Spawn System

### Description:

The system spawns trains onto the tracks.

The system should not spawn trains on top of each other.

As the game continues, the system should spawn more and more trains, this is the escalation of the game.

Spawns should be staggered

# Trains

### Description:

The trains move along the track in a constant motion.

If two trains collide, the game is over.

When a train successfully leaves the map, points are awarded.

### Score:

Each train that leaves the screen awards 5 points.

### Expansion:

The trains spawn with different speeds

The trains have different carriage lengths awarding more points.

# Tracks

### Description:

The tracks the trains move along.

The tracks connect to the tracks beside them by the way of track switchers located along their lengths.

# UI/HUD

### Description:

Minimalist

* Just a menu button.
  + Quits to main menu
  + Quit the game
* A text readout to show the current score of the player.

### Main Menu:

Just a screen with play and exit

### Mouse:

A simple mouse with a default states and a clicked state.

# FlowChart

