F

F1

Game Design Document

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# Game description

F1 Is an educational 3D “endless runner” platformer game where the player must travel the most distance possible while evading obstacles.

# Game mechanics

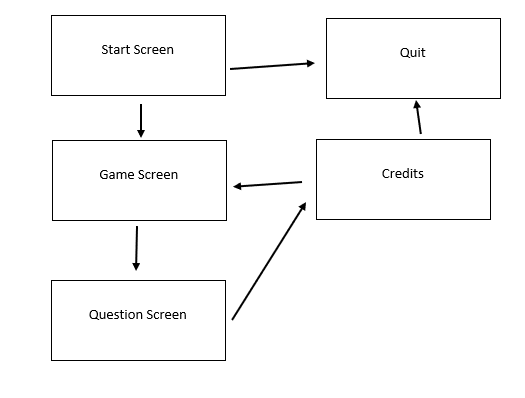
# Player Experience

Like Temple Run but simple.

# Core Game Mechanics

* The player has one attempt to finish the track
* The player slides through the level until they reach the end.
* If the player falls or crashes with an obstacle, a random question will be asked
* If the player’s answer is right, he will continue playing
* If the player’s answer is wrong, its game over

# Game Flow and Screens



# Screen Mock-ups



