

Assignment #1 - Game Design Pitch Document and Game Research

- 1) Game Overview:
 - a. This is a never-ending snowboarding game. The user can focus on setting high scores in distance or high score in style points.
- 2) Game Objective:
 - a. The player is to get the furthest distance and style points doing tricks on the track without falling. The can also collect snowflakes to build up their speed boost that can be used during the game.
- 3) Main Game Mechanics
 - Jump: Space bar
 - Crouch: Hold Down Arrow
 - Speed Boost: Shift Button
 - Preset tricks
 - Mute: 1
 - Nose grab: Right Arrow + 2
 - Tail grab: Left Arrow + 2
 - Back Flip: Hold Left Arrow
 - Front Flip: Hold Right Arrow
 - Menu: Tab Button
 - Restart
 - Exit
 - Shop
 - In the shop you can purchase different boards that change speed, apparel for cosmetics, and male or female character.
- 4) Platform: PC
- 5) This is a sports game targeting people who are into snowboarding who like setting high scores that are hard to beat.
- 6) Rating:
 - a. I can see this getting a 4/5. There are people who would enjoy playing it but can get frustrated with the gameplay.