# Snowboard Scramble Design Doc

## Character

Sascha the Snowboarder, gopnik winter-sports enthusiast. Yellow tripoloski, Ushanka. Vodka and cigarette pickups to speed up.

## Game design

### Technologies

Sprite shapes to make track  
Particle effects – triggered when snowboarder is on the ground (OnTriggerEnter? Or maybe OnCollider)

### Features

Player can move along track  
Speed up/slow down  
Crash detection (head hits ground)  
Finish Line

### Feel

Starting slow and relaxing  
Speeding up as game progresses  
HARDBASS!