Game Concept: "Snow Boarder"

### Overview:

**Genre**: Sports, Arcade

**Platform**: PC

### Gameplay Mechanics:

### Snowboarding Adventure (20 points):

Player controls a snowboarder navigating downhill slopes.

Responsive controls for turning left and right.

Incorporate speed control for an immersive experience.

### Unity's Physics Engine: Slope Physics (15 points):

Utilize Unity's physics engine for realistic snowboarding movements.

Implement friction, gravity, and momentum based on the slope inclination.

### Obstacle Course and Challenges (20 points):

Design levels with various obstacles such as ramps, jumps, and trees.

Include challenges like collecting snowflakes or performing tricks for extra points.

### User Interface Design (10 points):

Main menu with Start, Options, and Quit buttons.

In-game HUD displaying the current score, speed, and player lives.

### Handling Collisions and Triggers (15 points):

Implement collisions with obstacles affecting the player's speed or causing a crash.

Use triggers for power-ups (speed boosts, invincibility) or shortcuts.

### Game Logic and Scoring Systems (20 points):

Score points based on speed, collected items, and successful tricks.

Incorporate a combo system for chaining tricks together.

Implement a scoring multiplier for consecutive successful moves.

### Visuals and Aesthetics:

Crisp 2D graphics with a winter-themed environment.

Dynamic weather effects like falling snow or changing visibility.

Smooth character animations for snowboarding maneuvers.

### Additional Features (Optional):

Different snowboarding characters with unique stats.

Multiple mountains with varying difficulty levels.

Time trial mode for competitive gameplay.

Customizable snowboards and outfits.

### Submission Guidelines:

Submit the Unity project file or a compressed folder containing the project files.

Include a brief document explaining your design decisions, challenges faced, and any additional features you implemented.