# Game Design Document (Overview of Swirl)

## Engagement Type (Bartle’s Type)

* Achievers
  + People seeking for puzzle challenges and getting levels ahead of their peers.
* Explorers
  + People who like to explore the game mechanics and seek to find out several ways to complete a puzzle.

## Ratings:

ESRB of Everyone 10+ whereby it is suitable for anyone from ages 10&up, may contain mild violence or minimal suggestive themes.

## Short Story Synopsis:

Crazy rich people are gathering to watch how an artificial robot fare in a life and death obstacle challenge. They would pay any money to see difficult challenges and ensure that the robot die in the most horrible way possible. The programmer job is to design the robot in such as a way that it can escape these near-death experiences to help the ringmaster become rich.

## Game Outline:

Players are to record a set of instructions for the AI robot to execute upon the start of the “play”. Players must plan to ensure that the movements input are good enough to bring the robot from the start point to the end without colliding with any obstacles. Primary features include record left, right movements with jumping motions. Dragging and dropping of helper items can be used to aid the AI.

## Unique Selling Points:

* Record of Movements to complete a movement puzzle in 1 full turn.
* Drag & Drop of items to assist in customization of difficulty of level.
* Hazard avoidance is pre-planned instead of instant feedback.