

## Design Documentation

1. What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?

A duck must navigate through a pond and collect coins while avoiding the greedy leprechauns. The leprechauns chase the duck, and if they catch him before he is able to collect all the coins, the game ends. The player wins the game when the duck has collected all the coins successfully. The layout of the pond also presents challenges as there are dead ends. To overcome these challenges and the leprechauns, the player will move the duck using arrow keys, moving him around the pond to collect all the coins while strategically avoiding the leprechauns.

2. What is the victory condition for the game? What is the player trying to achieve?

The victory condition for the game is all of the coins being collected. Time, along with personal best time is recorded so that the player can try to beat their own best time.

3. What is the player's interaction model (mouse/keyboard)?

To select the mode of the game (easy or hard), the player must use the mouse. The player will then use the up/down/left/right keys to interact with the game.

4. What is the general structure of the game? What is going on in each mode, and what function does each mode fulfill?

In easy mode, the speed of the duck is faster compared to the speed of the leprechauns. As the difficulties increase, so does the speed of the leprechauns in relation to the duck's speed.

5. Does the game have a narrative or story as it goes along? If so, summarize the plot.

The narrative of the game is that the duck begins the game as a normal duck and wants to become a lucky duck and the only way to do so is to collect all of the coins to put in his pot of gold.

6. Why would anyone want to play this game? What sort of people would be attracted to this game?

People, especially kids, who enjoy arcade-style games with simple mechanics and a bit of strategy would be attracted to this game. Additionally, players who enjoy games like Pacman but are looking for a new twist would find this game appealing. The increasing difficulty levels also provide a sense of progression and challenge for players to overcome. Overall, anyone looking for a fun game where they can track their progress and use strategic thinking would be attracted to this game.