

GAME3011 Game Design Doc

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Match-3 Minigame

Inspiration

We decided to take a similar approach to Candy Crush, but a more simplified version that can be targeted to an audience that wouldn't get too overwhelmed by too many gameplay mechanics.

Gameplay

- Player chooses a difficulty upon entering the game
- Difficulty affects the number of bonus tiles that are available in the game (Easy will have them most while hard will have very little)
- The player is given one minute to match as many tiles as possible and it will depend on the difficulty on how many they will need to match (Easy = 3, Medium = 4, Hard = 5)
- Matching the bonuses together will earn the player more points