Game Design Document

Game Overview

A small game prototype based on the retro game SkiFree. If you haven't already, we recommend you download the game. You can find it available for free by following [this link](#).

Our goal with this project is to translate the game's design into a 3D prototype that maintains the original game's appeal and leaves open the possibility for new mechanics and enhancements.
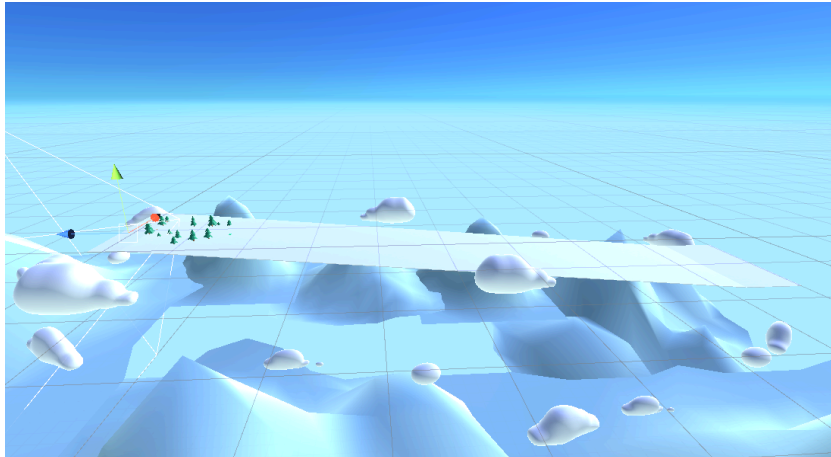
Environment References

Main camera/game perspective

Basic level layout

Side perspective / slope layout

Mechanics

For this prototype/course we will be simplifying some of the mechanics, for example there won't be any jump tricks or easter egg monsters. Instead, we'll stick to the following:

- Timed race with leaderboard.
- Directional race flags that need to be passed on one side.
- Time penalties for missing flags
- Obstacles that knock the player back / slow them down.
- Variable speed depending on how " down slope " you are facing
- Jumps

Basic Level Assets

All prefabs can be found in the **Assets > Prefabs** folder of the ski game project. Use these assets to create your scene:

- Arch
- Box
- Clouds
- CloudDouble
- CloudLarge
- CloudMedium
- CloudSmall
- Ledge

- Player
- Slope

Player Controls

In a later challenge, you'll be asked to create a controller for the character. The following are the rules that the controller should obey:

- A turn left
- D turn right
- Can't rotate past 90 degrees left or right
- Variable velocity when turned down hill
- Can slow to a stop if turned 90 degrees