

**Games Design Document**

**Minigame Mayhem**

**Team 15 – The 15 Tons**

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## High Concept

A local multiplayer party game comprising a collection of exciting, fast-paced, and competitive minigames/game modes.

## Theme and Environment

Multiple themes will be used throughout including; Gothic, Disco, Miniature, Polar, Medieval, Neon, Space, Military. Below are the environments we plan to do for each theme

*Gothic - Graveyard    Disco - Nightclub    Miniature - Kitchen    Polar - Iceberg/Glacier*

*Medieval - Docks    Neon - Alley    Space - Moon/Mars Base    Military - Bootcamp*

Each level will be a small-scale environment containing low-poly assets and gameplay assets.

## Unique Selling Points

- *Multiple themes*
- *Quick and Competitive Minigames*
- *Easy to Pick Up and Play*

## Key Mechanics

- Movement
- Main Gameplay Action (Right Trigger)
- Points System

## Gameplay Summary

The gameplay consists of multiple minigames for 4 players; they usually have elimination and points based mechanics. After completing a minigame, points are awarded based on positions of the players.

## Target Audience

- All age groups -families or friendship groups

## Minigames and Themes

From the menu, the players will be offered the option to play a *shuffle* game mode where they shuffle through 5 games or a *single play* game mode where they only play one game mode and then it returns to the menu.

All minigames will include:

- 60 Second Timer
- Points System - 1st: 3 points - 2nd: 2 points - 3rd: 1 point - 4th: 0 points
- UI with players colour and name
- Separate theme

## Vampire-Tag - Gothic/Graveyard

Three AI Vampires will chase the players, a player caught by a vampire will turn. Points are dependent on when the player is infected, maximum points if they don't get infected.

### Level Design



Gameplay Assets –

- Gravestones

Environment –

- Fences
- Gates

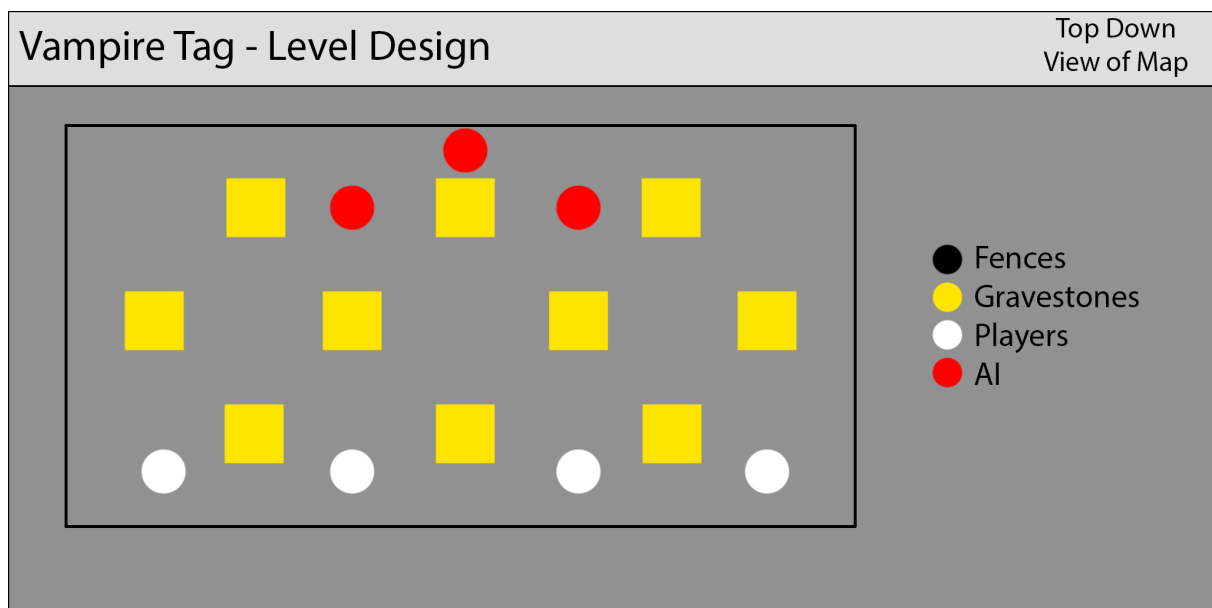
- Multiple Gravestones
- Pillars for fences
- Trees
- Path
- Lamppost
- Flowers and Dead Flowers
- Spooky Mansion
- Shovels
- Crypt
- Barrels
- Dirt Mound
- Fog

Fences - The fences are for keeping the players within the playable area.

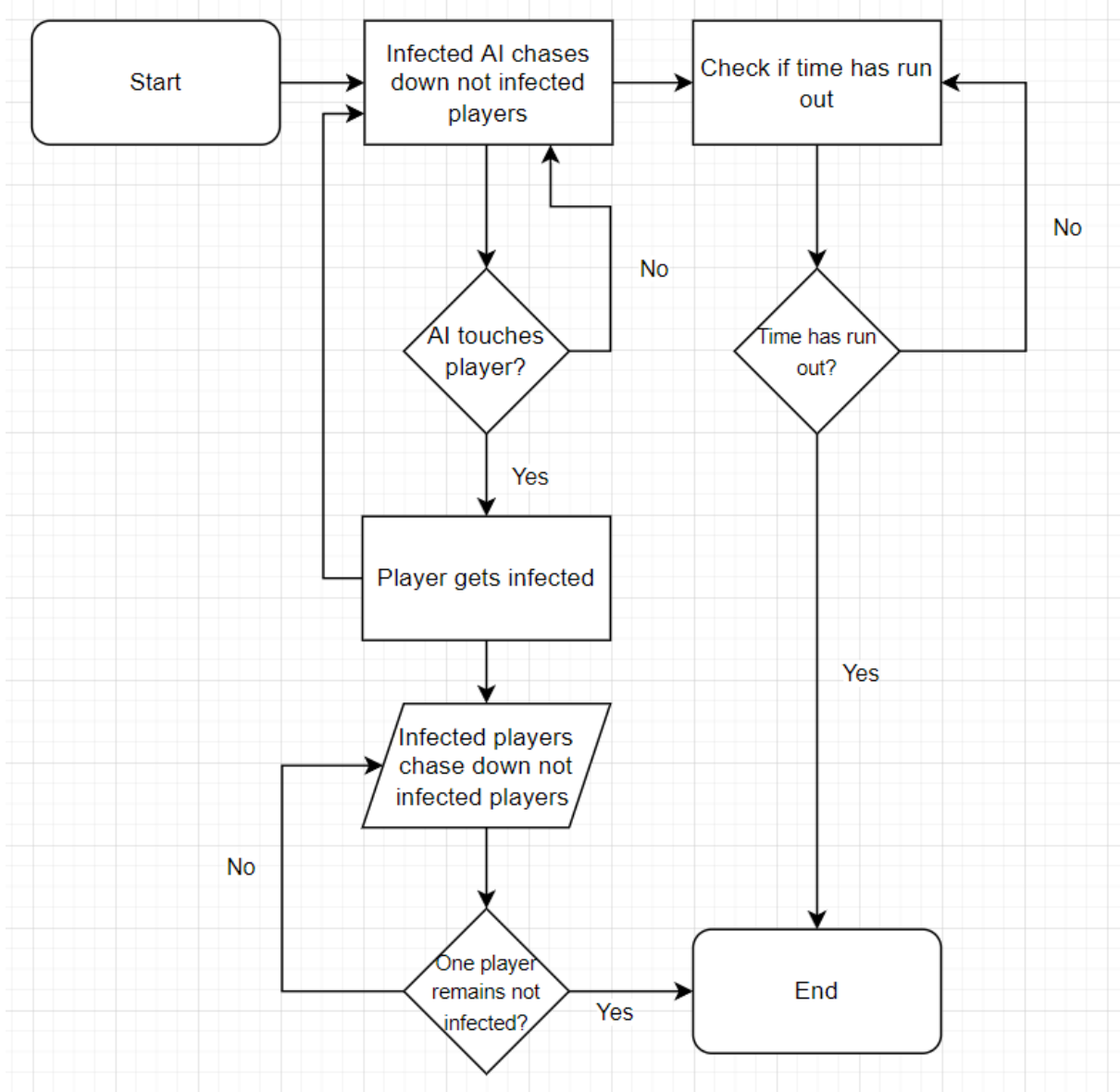
Gravestones - The gravestones are randomly spawning so everytime you play they will be in different locations.

AI - The AI starts out infected and tries to infect the humans.

Players - The players start out as humans and try to avoid becoming infected.



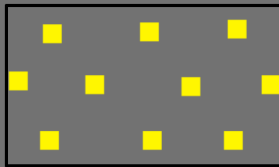
### Game Flowchart



Mechanic Diagrams

## Prototype 2 - Zombie Tag Minigame

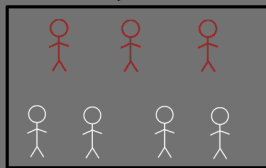
### Top View of map - Gravestones



■ - Gravestones

Players will play this minigame within a graveyard. The gravestones will not always be in the same positions each game because they will randomly spawn.

### Top View of map - AI and Players



○ - Players  
○ - Infected AI

There will be 3 AI that are infected. The 4 players have to try and avoid the AI so they don't become infected. If the players get infected they have to try and infect the remaining players. Last infected wins and gets the most points. First infected loses and gets the least points.



### Win Conditions

The game will end when 3 out of the 4 players have been infected or if the 60 second timer has reached zero.

The player that gets infected first will finish 4th and get 0 points.

The player infected second will finish 3rd and get 1 point.

The player infected third will finish 2nd and get 2 points.

The player that does not get infected will finish 1st and get 3 points.

If the timer runs out and there are multiple people not infected then all the players not infected will get three points. The infected players will still get the original amount of points depending on when they got infected.

### **Disastrous Disco - Disco**

The game will call out a colour and the players will have to stand on a square corresponding to that colour before the time runs out, any player caught outside of the designated squares will fall to their doom. The timer speeds up as the round goes on and the players get slower. Last person standing will win with maximum points.

### Level Design

Gameplay Assets –

- Rotating Disco ball with lights (Smoother Transitions)
- Disco Platforms
- Tracking Projectile to keep players on their feet
- 1 player per platform
- Audio Blastwave to knock players
- DJ

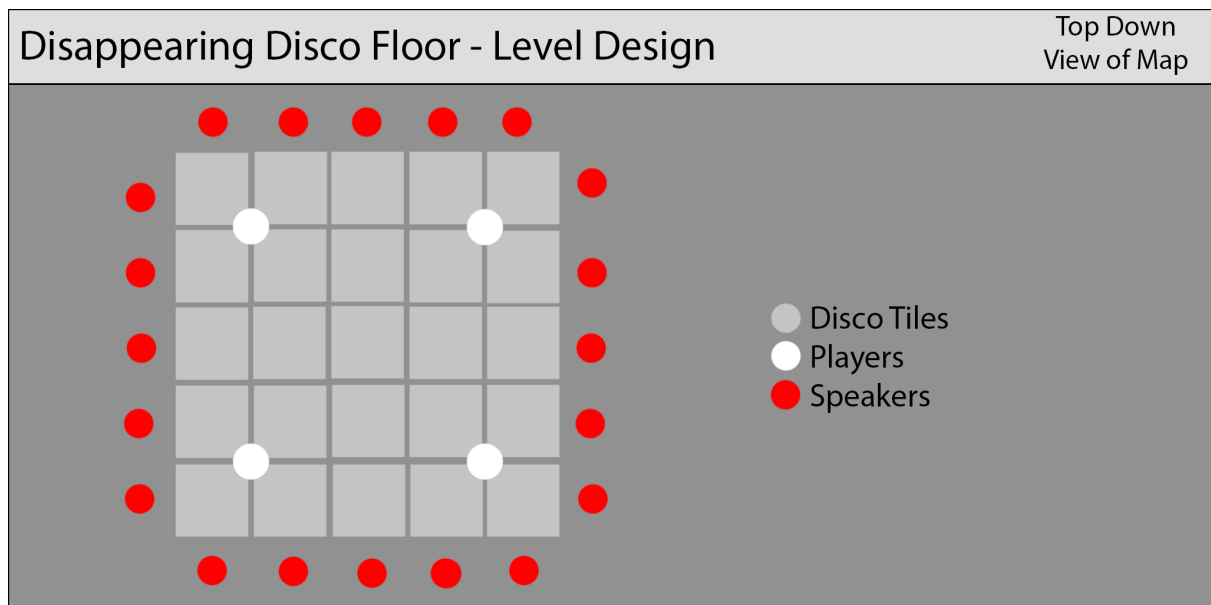
Environment –

- DJ Decks
- Disco ball
- Disco platforms
- Seating areas
- Barriers around dance floor
- Toilets
- Exits
- Bar
- Tables Speakers

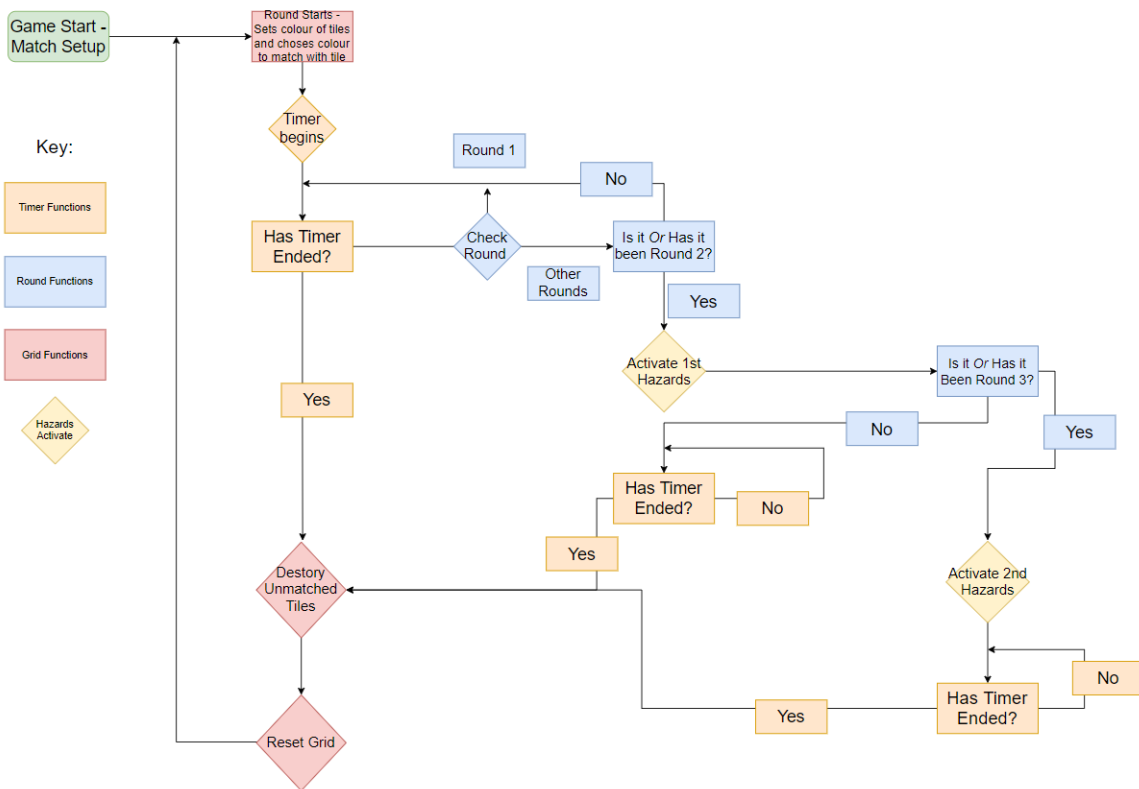
Disco Tiles - The tiles change colours and they will disappear if they do not match the colour shown on the screen.

Players - Players have to stand on the correct colours to avoid falling to their death.

Speakers - The speakers will fire sound waves across the dancefloor that try to knock the player off.

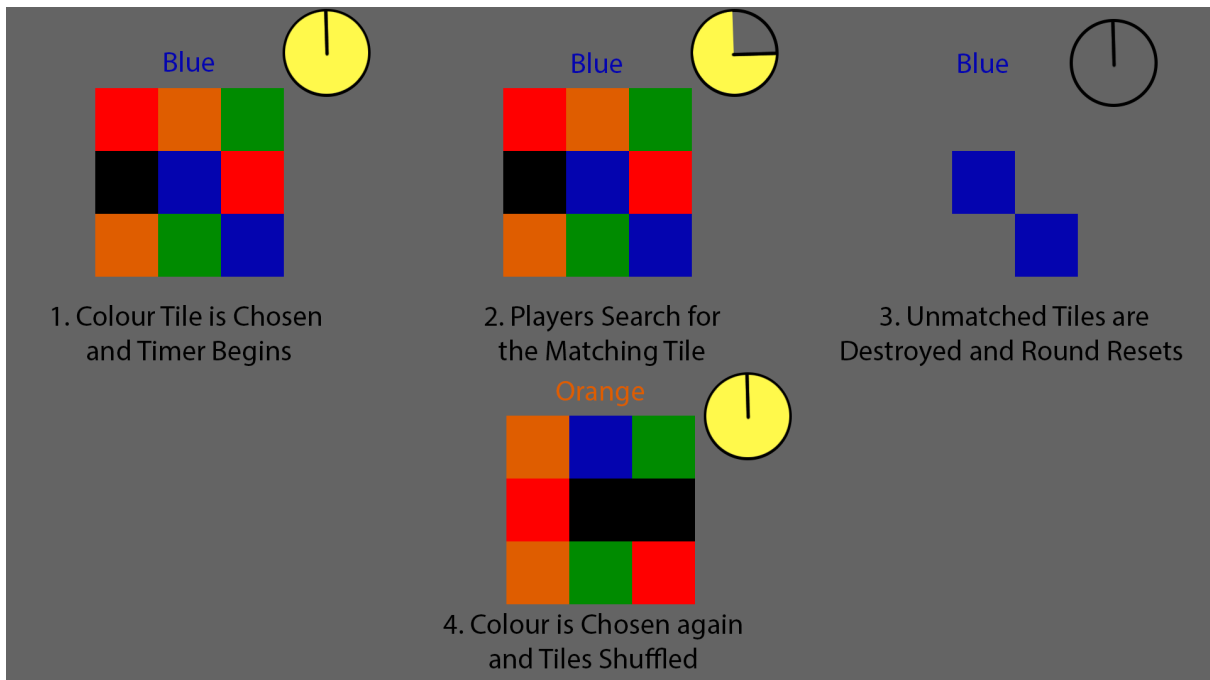


Game Flowchart



Mechanic Diagrams

*Tile Shuffle*



*Push Hazard*



### Win Conditions

The game will end when 3 out of the 4 players have fallen off the disco platform and been eliminated or if the 60 second timer has reached zero.

The player that gets eliminated first will finish 4th and get 0 points.

The player eliminated second will finish 3rd and get 1 point.

The player eliminated third will finish 2nd and get 2 points.

The player that does not get eliminated will finish 1st and get 3 points.

If the timer runs out and there are multiple people still alive then all the alive players will get three points. The eliminated players will still get the original amount of points depending on when they got eliminated.

### **Falling-Fruit - Miniatures in a Kitchen**

Avoid the fruit falling down the chopping board, the walls get narrower as the round progresses. The last player remaining or whoever's left unharmed when the timer runs out, wins the round.

### Level Design



### Gameplay Assets –

- Fruit
- Chopping Board
- Knives
- Fruit Juice to speed up physics props
- Electric Whisk to change the direction of physic props

### Environment –

- Fruit
- Chopping Board
- Knives
- Plates
- Bowl
- Cutlery
- Kitchen Units
- Sink
- Oven
- Kettle
- Fridge
- Toaster Microwave
- Whisk

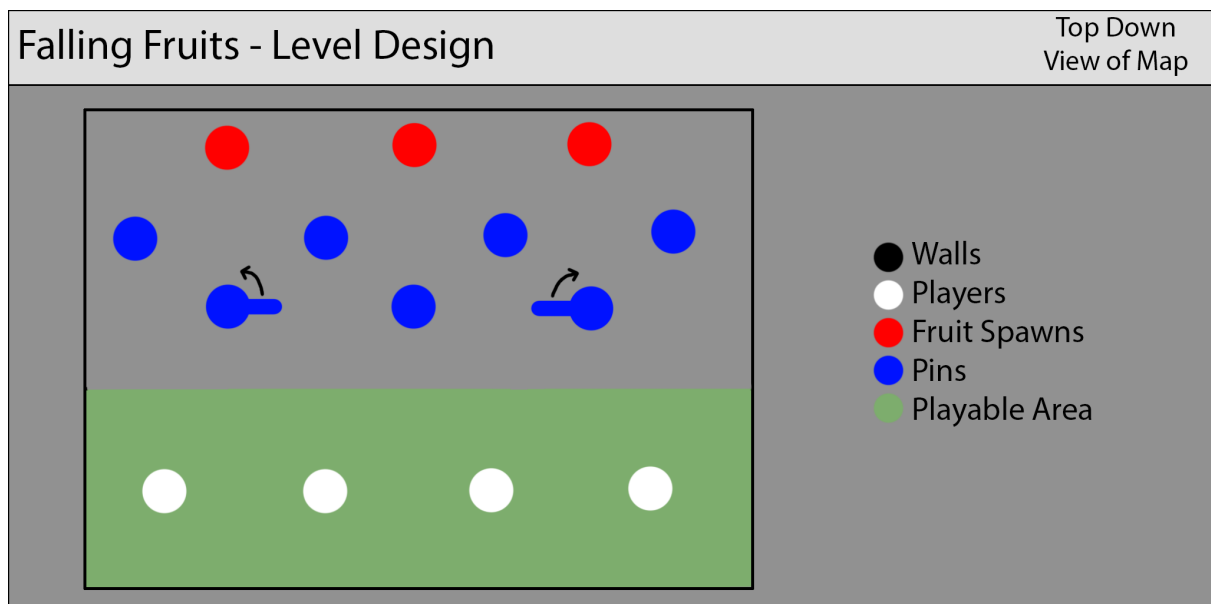
Walls - Walls keep the players and fruits within the map.

Players - Players run around the playable area and avoid the falling fruits.

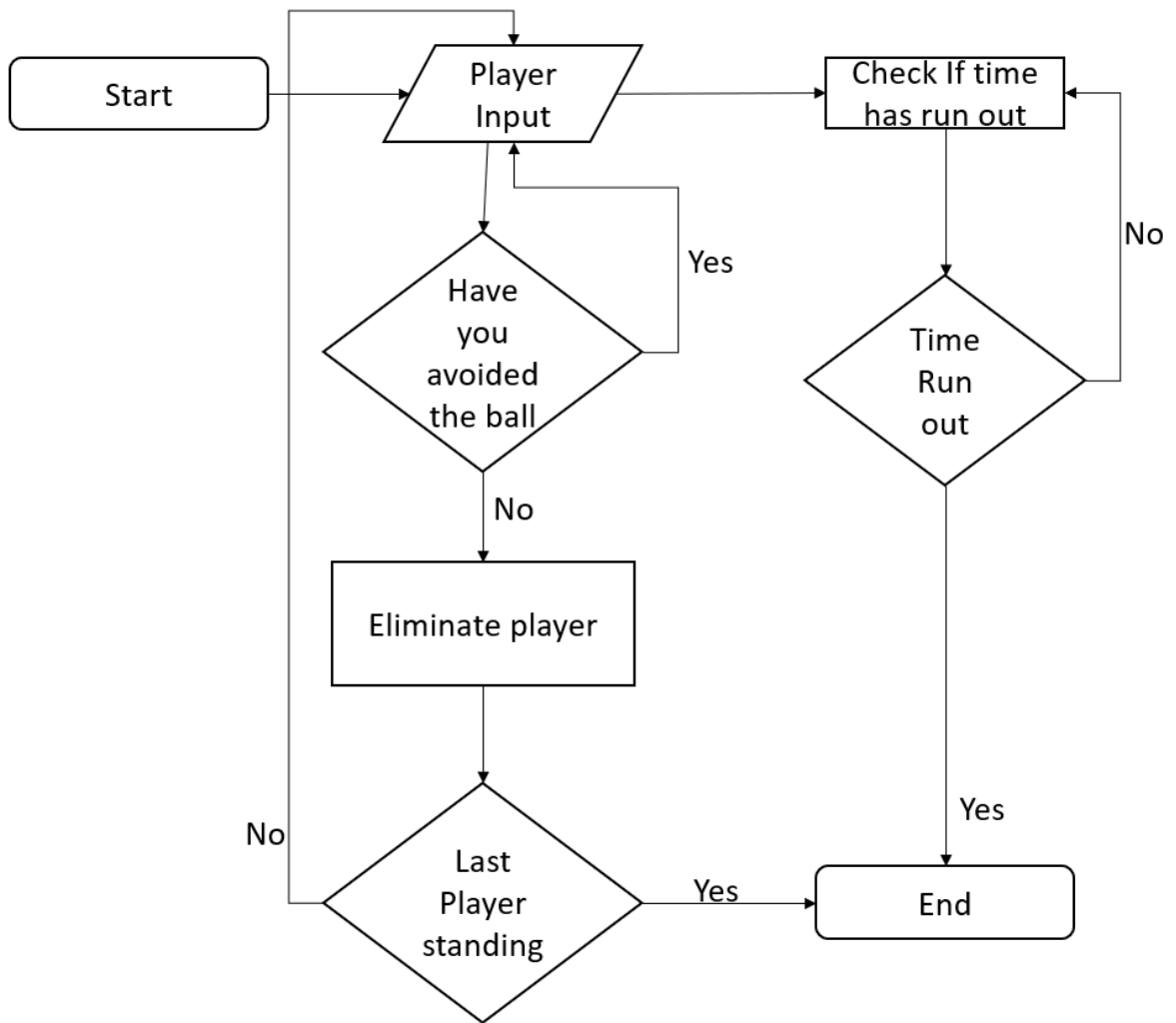
Fruit spawns - These are the locations of where the fruit that kills the player can spawn.

Pins - These pins slow the falling fruits down and makes them move more randomly. Some rotate.

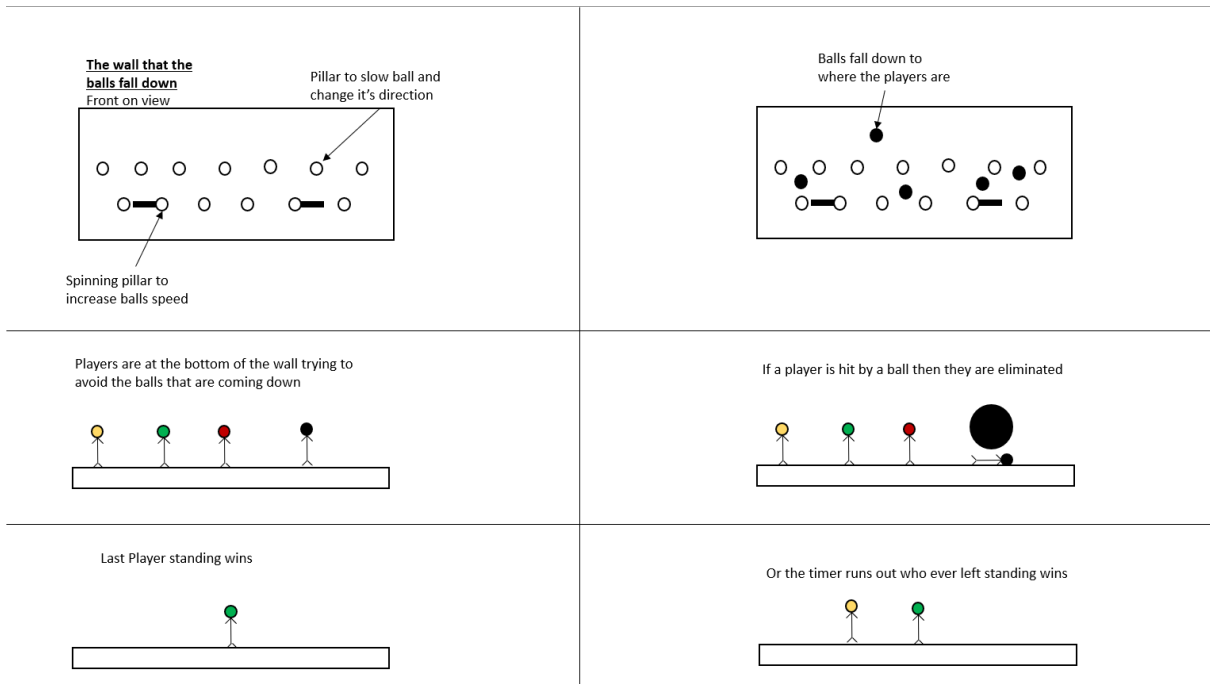
Playable Area - The area that the players can move around in.



### Game Flowchart

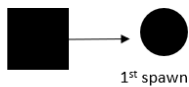


Mechanic Diagrams

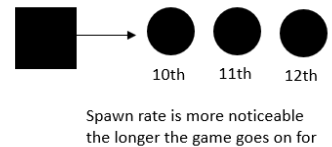
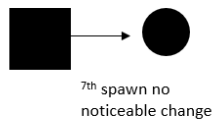


### Spawner Mechanic

Start with spawning every 5 seconds



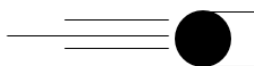
On every third ball spawned the wait between spawn decreases



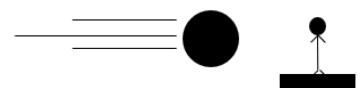
### Speed Boost



There is a box collision which boosts the ball when it collides with it



As the ball collides its speed picks up



This makes it harder for the players to dodge them.

### Win Conditions

The game will end when 3 out of the 4 players have been eliminated from the falling fruit or if the 60 second timer has reached zero.

The player that gets eliminated first will finish 4th and get 0 points.

The player eliminated second will finish 3rd and get 1 point.

The player eliminated third will finish 2nd and get 2 points.

The player that does not get eliminated will finish 1st and get 3 points.

If the timer runs out and there are multiple people still alive then all the alive players will get three points. The eliminated players will still get the original amount of points depending on when they got eliminated.

## Sumo-Slam - Polar Environment

Players' objective is to push each other off the edge, the last one standing wins. As the timer runs down, the arena gets smaller and smaller as it breaks off. If the timer reaches zero then all players will fall and points will be dependent on when all the players were knocked out.

### Level Design



#### Gameplay Assets –

- Shrink/breaking platform
- Player Corners
- Moving walls

#### Environment –

- Iceberg
- Fish
- Buoys
- Player Corners
- Water
- Boats
- Glaciers
- Life Ring
- Debris from wreckage

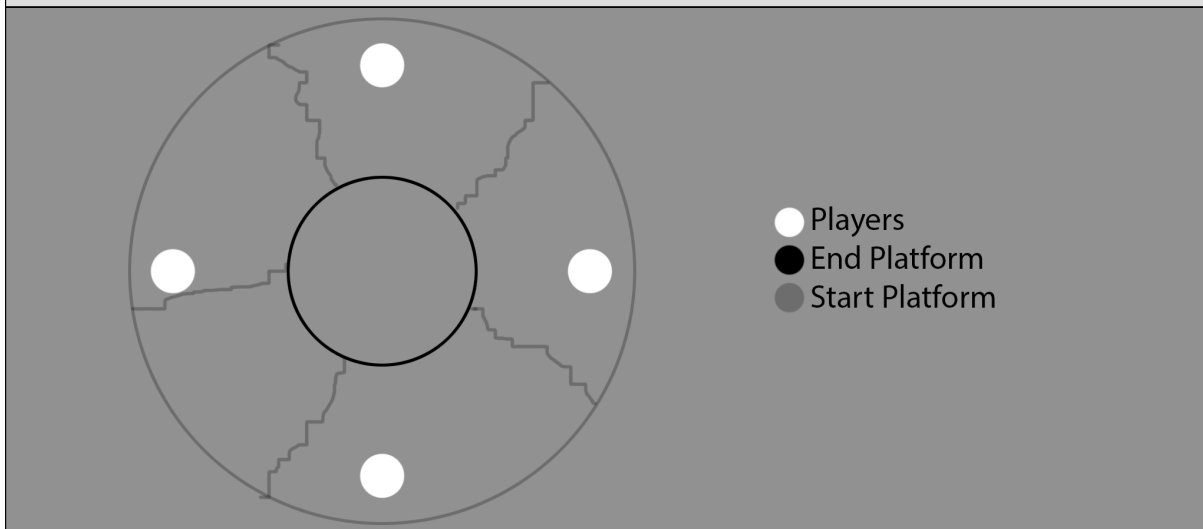
Players - The players move around the platform and try to push the other players off.

Start platform - The arena the players can move around starts fairly big.

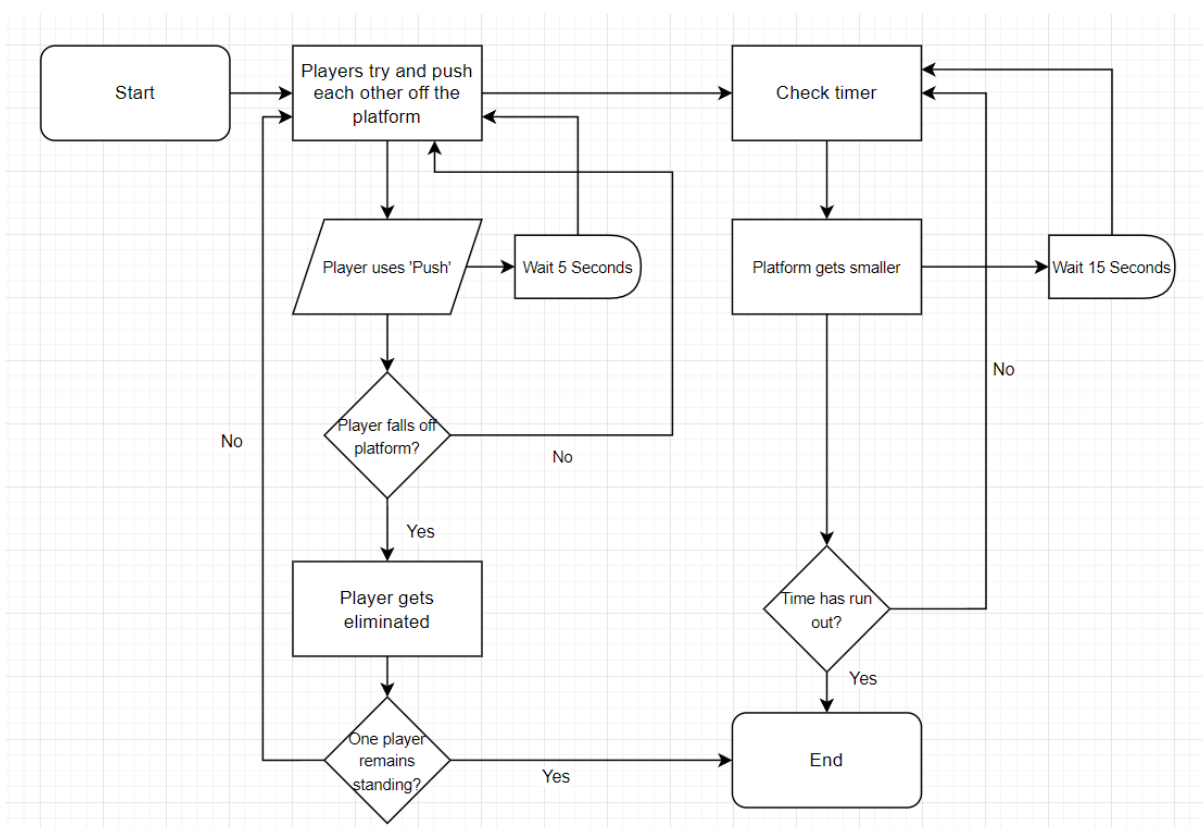
End platform - The platform gets smaller over time so it becomes easier for the players to fall off.

# Sumo Slam - Level Design

Top Down View of Map



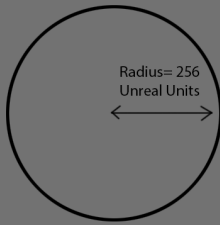
## Game Flowchart



## Mechanic Diagrams

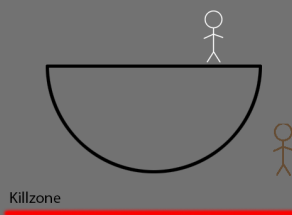
# Sumo Minigame

## Top View of platform



Players try to stay alive as long as they can and out live their opponents. Last alive will be 1st place and get the most points, first to die will be last and get the least points.

## Side View of platform



The players have to try and push each other off the platform. If a player falls off the platform then they will be killed by kill zone and lose.

## Platform shrinks over time - Top view



## Win Conditions

The game will end when 3 out of the 4 players have been eliminated by falling off the iceberg or if the 60 second timer has reached zero.

The player that gets eliminated first will finish 4th and get 0 points.

The player eliminated second will finish 3rd and get 1 point.

The player eliminated third will finish 2nd and get 2 points.

The player that does not get eliminated will finish 1st and get 3 points.

If the timer runs out and there are multiple people still alive then all the alive players will get three points. The eliminated players will still get the original amount of points depending on when they got eliminated.

## **Fishing-Frenzy - Docks**

RNG-based fishing, players will walk around their area of a dock trying to catch fish, depending on the size of the fish will determine the points. After the timer runs out, the player with the most points wins.

## Level Design



Gameplay Assets –

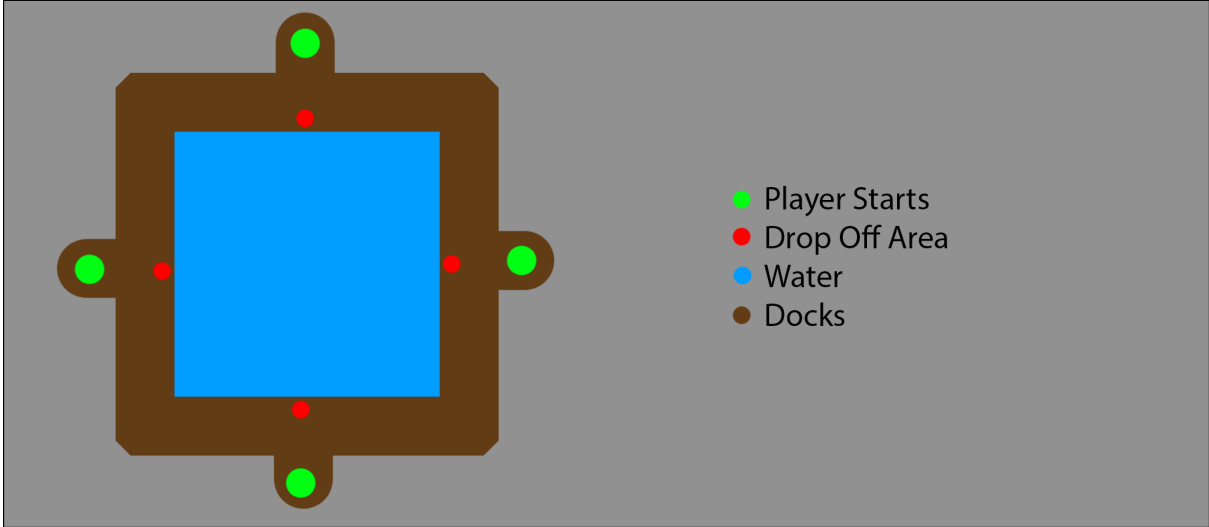
- Fishing rod
- Fish
- Bad items
- Basket/rack that fills with fish
- Water

Environment –

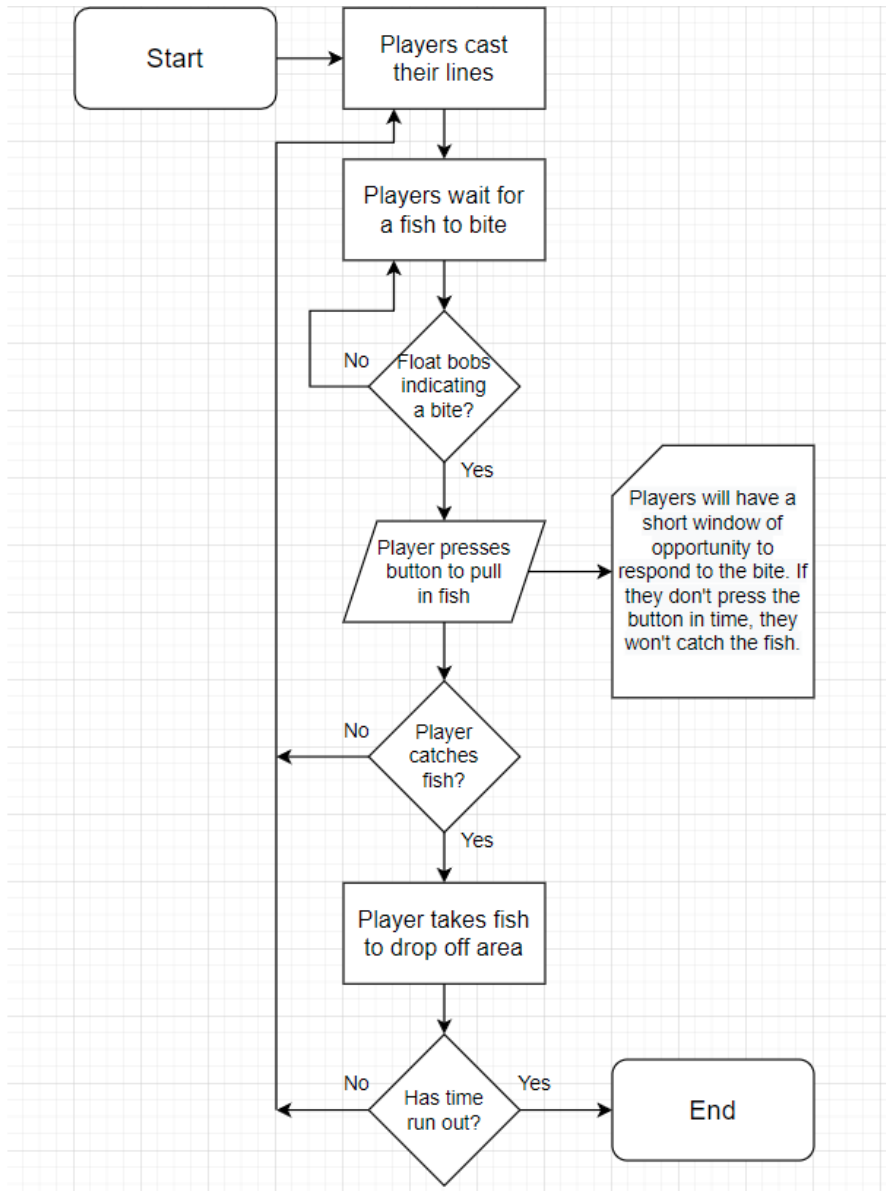
- Docks
- Houses
- Buckets
- Fish
- Rack
- Basket
- Fishing Rod
- Boat
- Anchor
- Fish head with skeleton
- Barrels
- Stools
- Small Boat
- Oars

# Fishing Frenzy - Level Design

Top Down  
View of Map

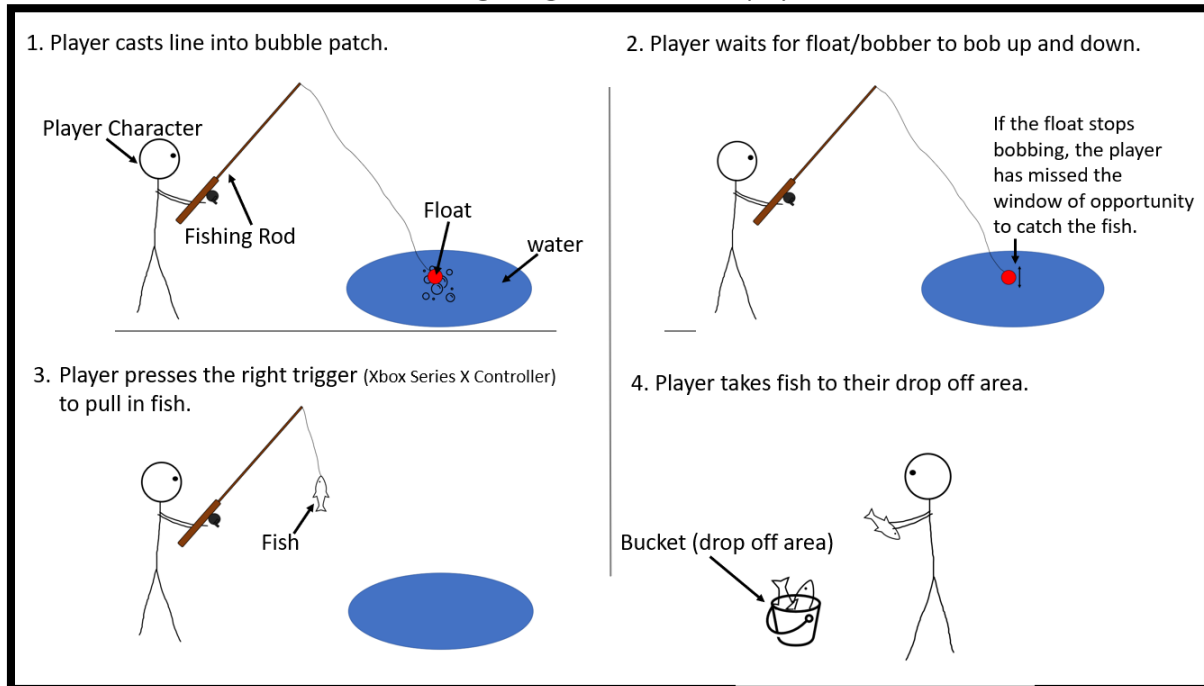


Game Flowchart



Mechanic Diagrams

## Fishing Minigame - Core Gameplay



### Win Conditions

The Minigame ends when the 60 second timer runs out.

Coins given to the player based on the size of the fish caught which is determined by random chance. Naturally, the more fish a player catches the more coins they will end with.

When the Minigame ends:

- The player with the least coins will come 4th and be given 0 points.
- The player with second least coins will come 3rd and be given 1 point.
- The player with the second most coins will come 2nd and be given 2 points.
- The player with the most coins will come 1st and be given 3 points.
- If multiple players have the same number of coins they share the position and are given the same number of points.

### **Dippy-Dodgeball - Neon Themed Environment**

Players throw dodgeballs at each other and last man standing wins. They are offered one extra life/shield to avoid getting out instantly, also they can dash to avoid getting hit.

### Level Design

Gameplay Assets –

- Dodgeball
- Invisible wall

Environment –

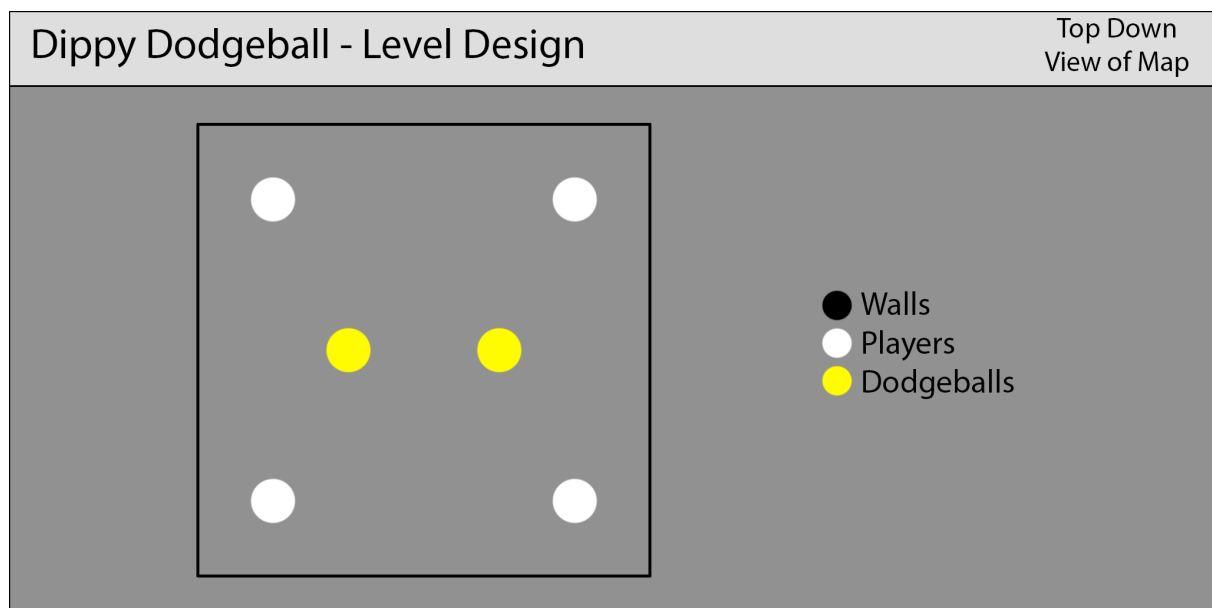
- Graffitied Walls
- Dumpster

- Bin Bags
- Neon Paint
- Brick walls
- Ladders and Stairs
- Broken Windows
- Destroyed Police Car
- Barrel fire pits
- Rattly Fence with chain
- Pipes and cables
- Broken Lights
- Coloured Dodgeballs

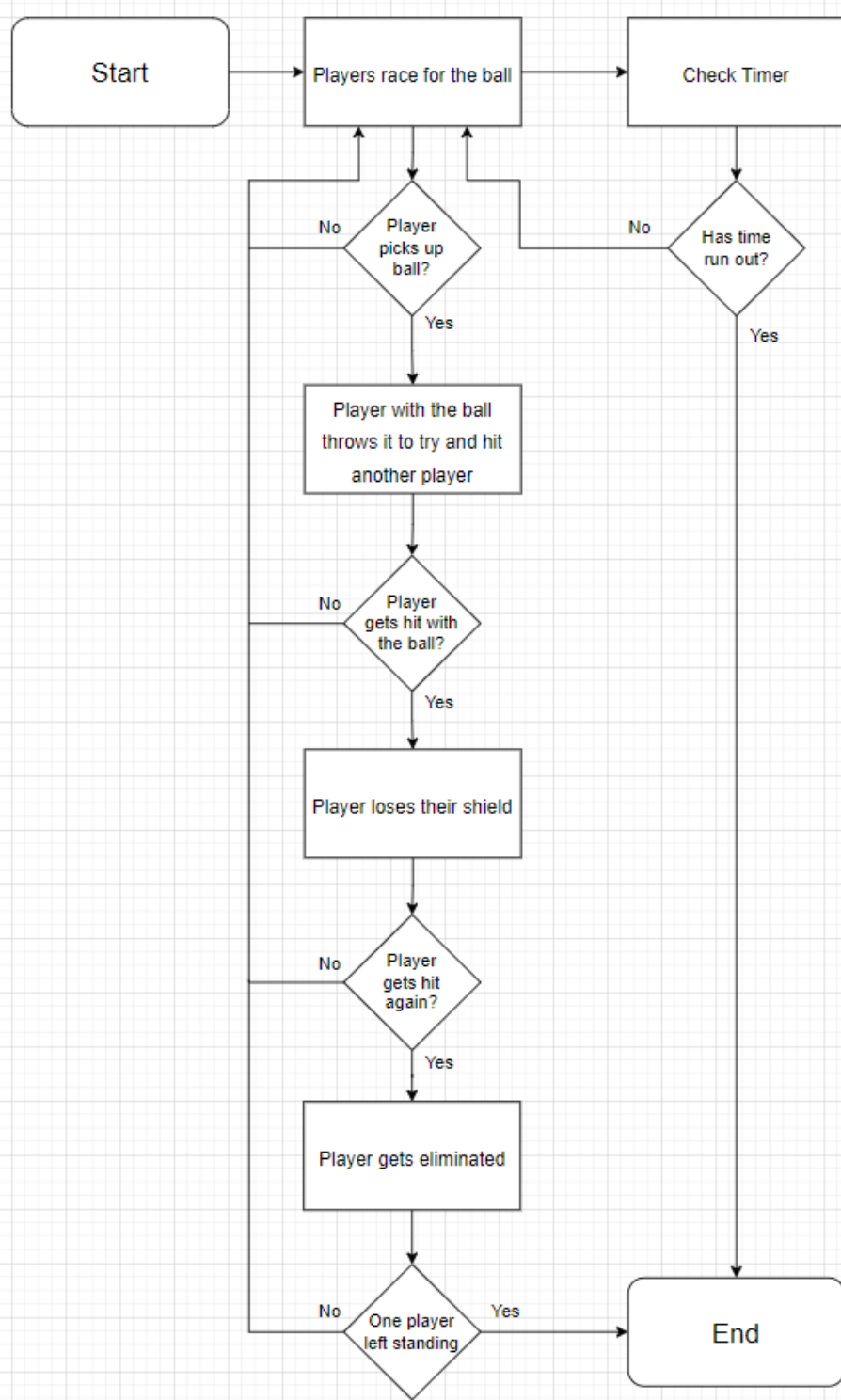
Walls - The walls will keep the gameplay within a closed area.

Players - The players run around the arena picking up and throwing dodgeballs at other players.

Dodgeballs - The dodgeballs do damage to players when they are thrown at them. Two hits from a dodgeball and you are out.

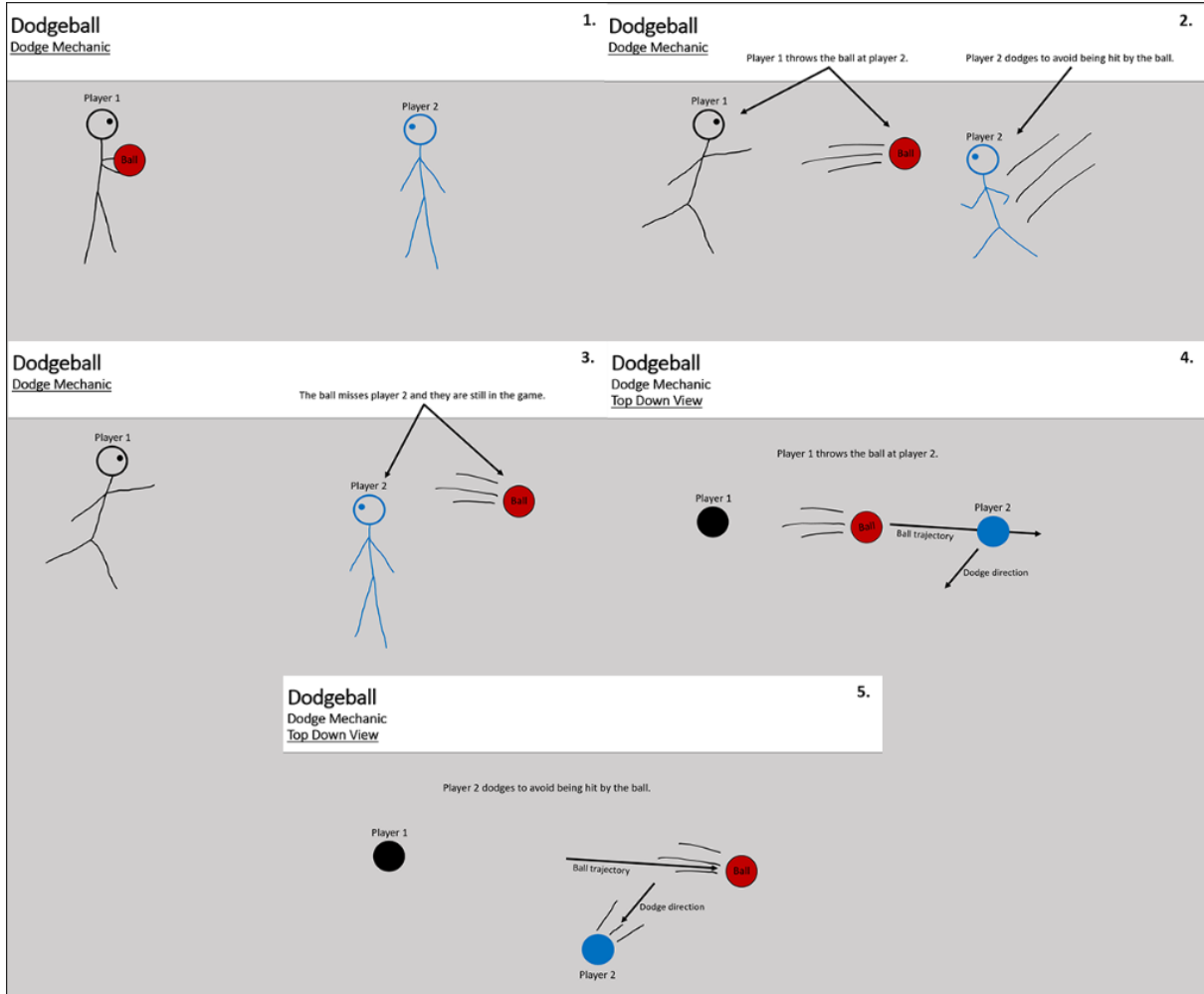


### Game Flowchart



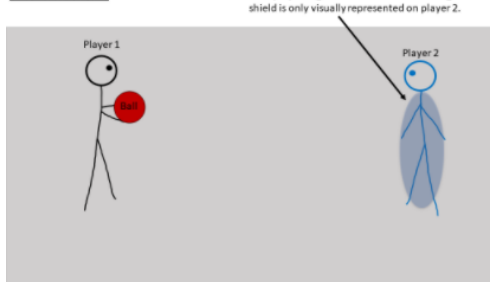
Mechanic Diagrams

# Dodge

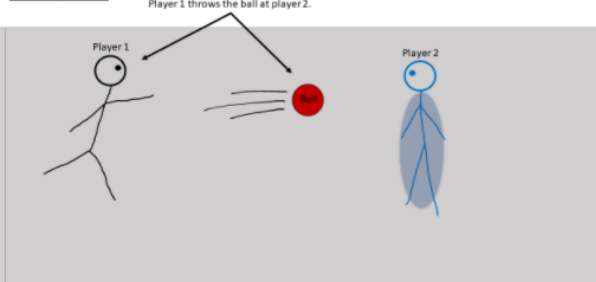


# Shield Mechanic

## Dodgeball Shield Mechanic



## 1. Dodgeball Shield Mechanic



2.

## Dodgeball Shield Mechanic



## 3. Dodgeball Shield Mechanic



4.

## Dodgeball Shield Mechanic



5.

If player 2 is the first thing the ball collides with once it's been thrown, they are out.

## Win Conditions

The Minigame ends when one player is left standing or when the 60 second timer runs out.

When the Minigame ends:

- The first player eliminated will come 4th and be given 0 points.
- The second player eliminated will come 3rd and be given 1 point.
- The third player eliminated will come 2nd and be given 2 points.
- The last player standing will come 1st and be given 3 points.
- If multiple people are left standing, they are each given 3 points.

## **Carnival Shooter - Space Theme**

Players have to shoot at invading aliens, more aliens spawn as the timer progresses and points are rewarded for whoever shot the most aliens.

## Level Design



#### Gameplay Assets –

- Gun
- Aliens
- UFO
- Cursor

#### Environment –

- UFO
- Buggy
- Drill
- Space House
- Rocket
- Radar Solar Panel
- Control Panel
- Power Cell
- Boxes
- Rocks

Walls - The walls determine the area of the shooting range.

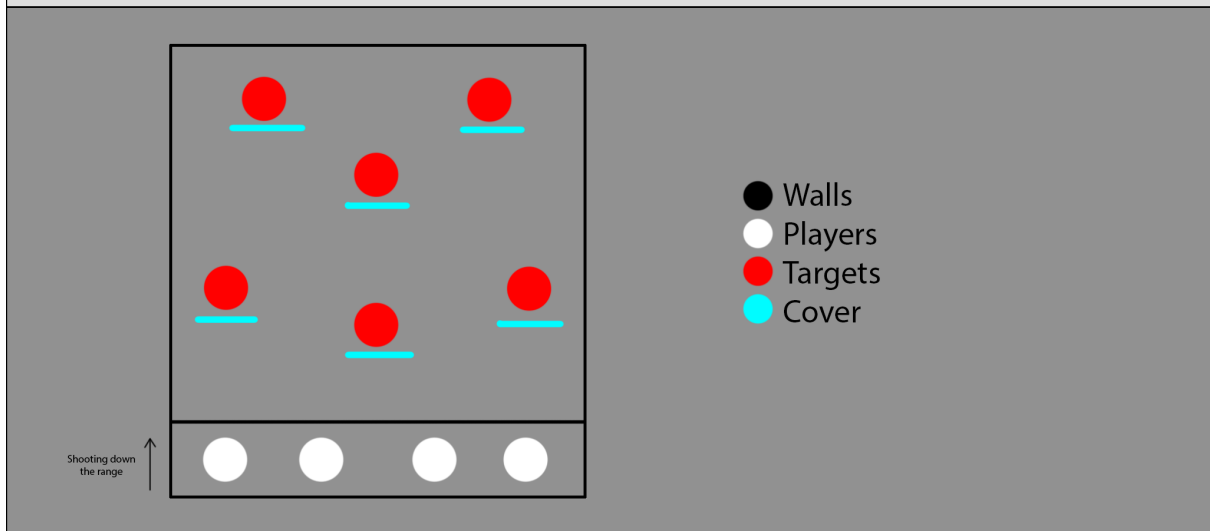
Players - The players cannot move their characters. They will have cursors on the screen and will try to shoot as many targets as possible.

Targets - The targets will be moving in and out of cover.

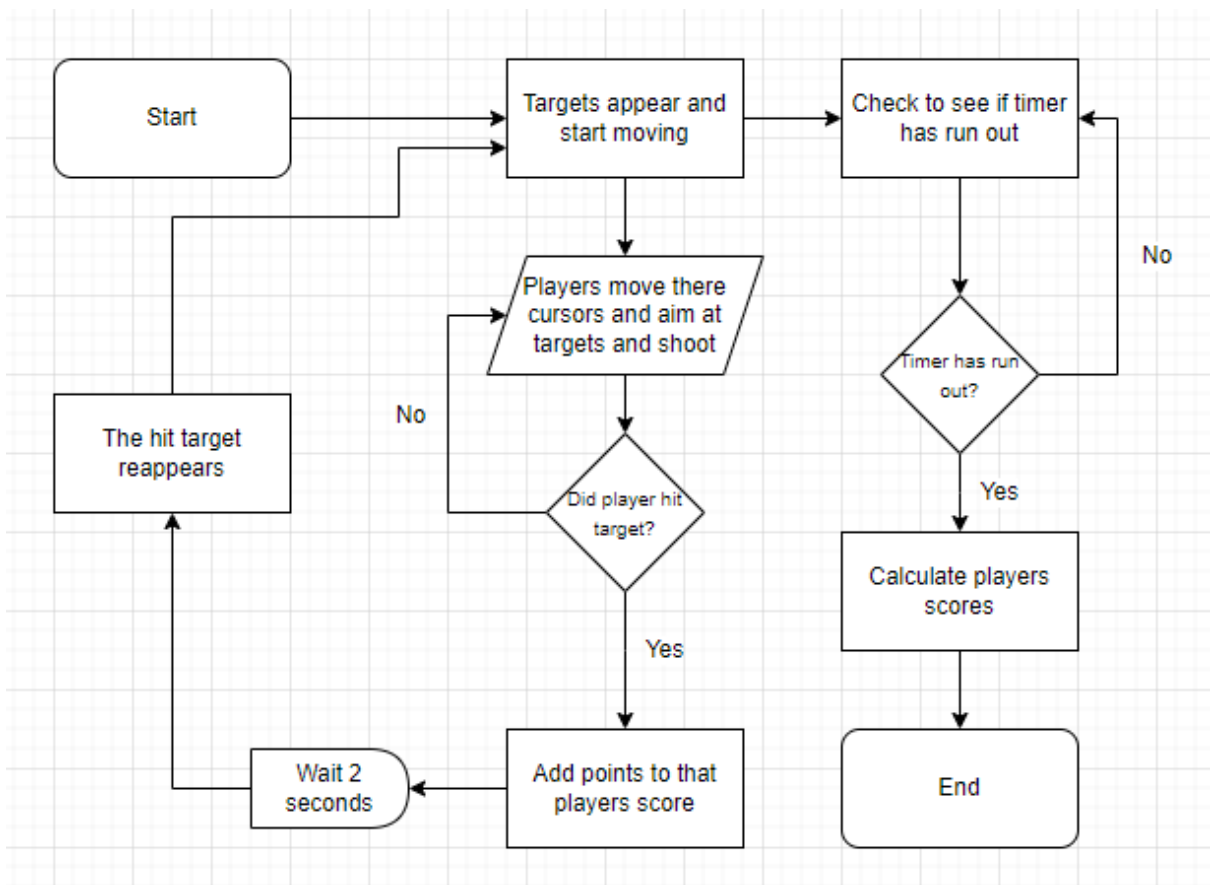
Cover - The cover makes it harder for the players to hit the targets.

# Carnival Shooter - Level Design

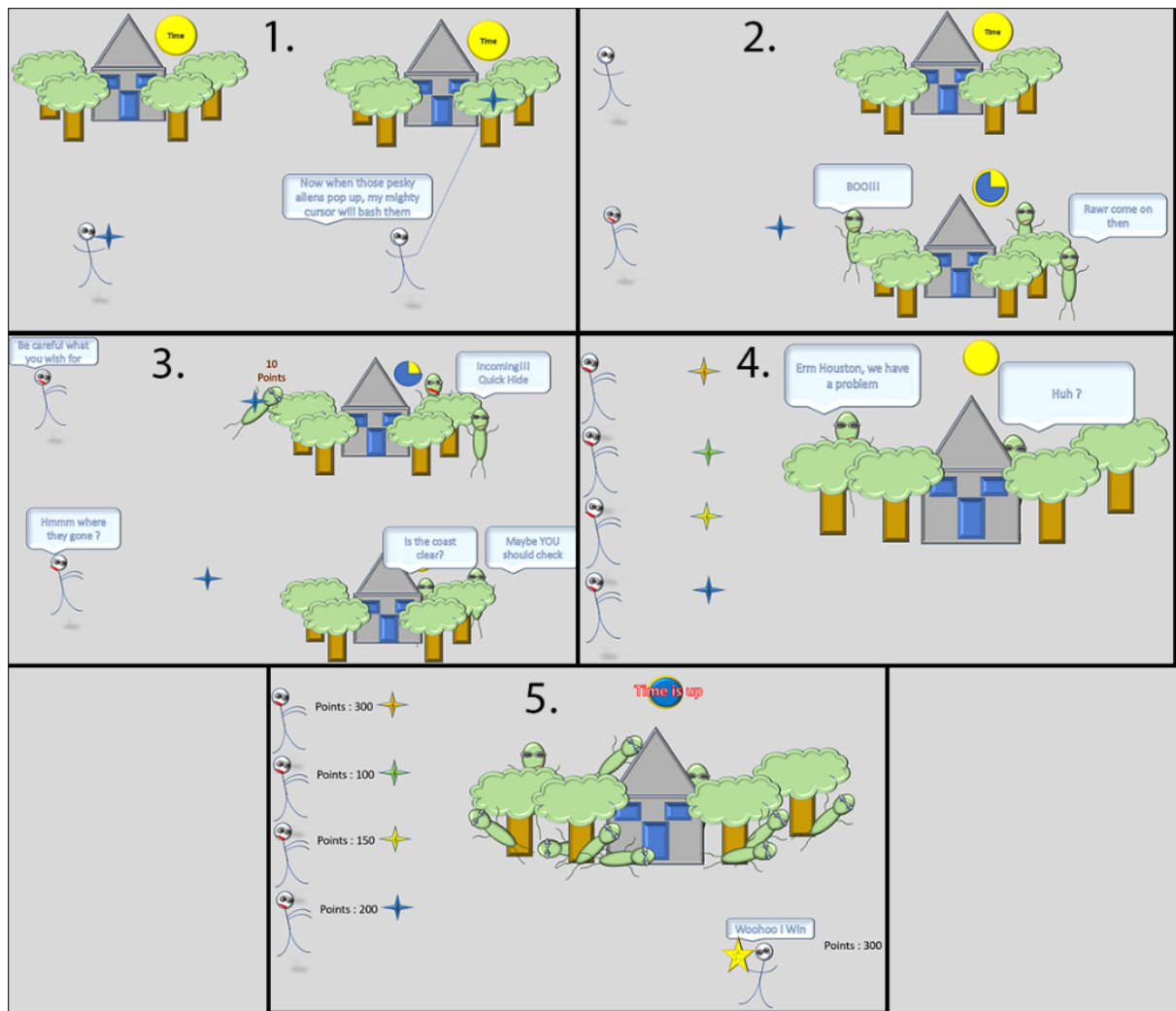
Top Down View of Map



## Game Flowchart



## Mechanic Diagrams



## Win Conditions

The Minigame ends when the 60 second timer runs out.

Players get a coin for every correct target they hit. If they hit a bad target, they are deducted a coin.

When the Minigame ends:

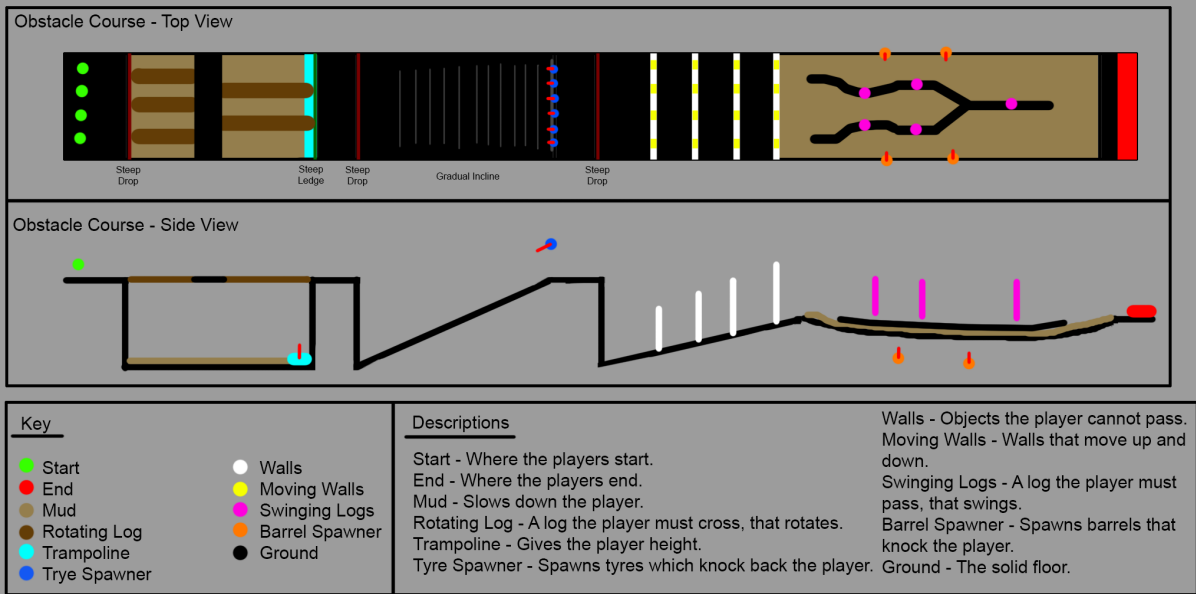
- The player with the least coins will come 4th and be given 0 points.
- The player with second least coins will come 3rd and be given 1 point.
- The player with the second most coins will come 2nd and be given 2 points.
- The player with the most coins will come 1st and be given 3 points.
- If multiple players have the same number of coins they share the position and are given the same number of points.

## **Obstacle-Run - Military Theme**

Players race against each to try and reach the end of the obstacle course first. The first player to finish will win. The remaining players still need to finish to determine how many points they will get.

## Level Design

# Obstacle Run - Level Design



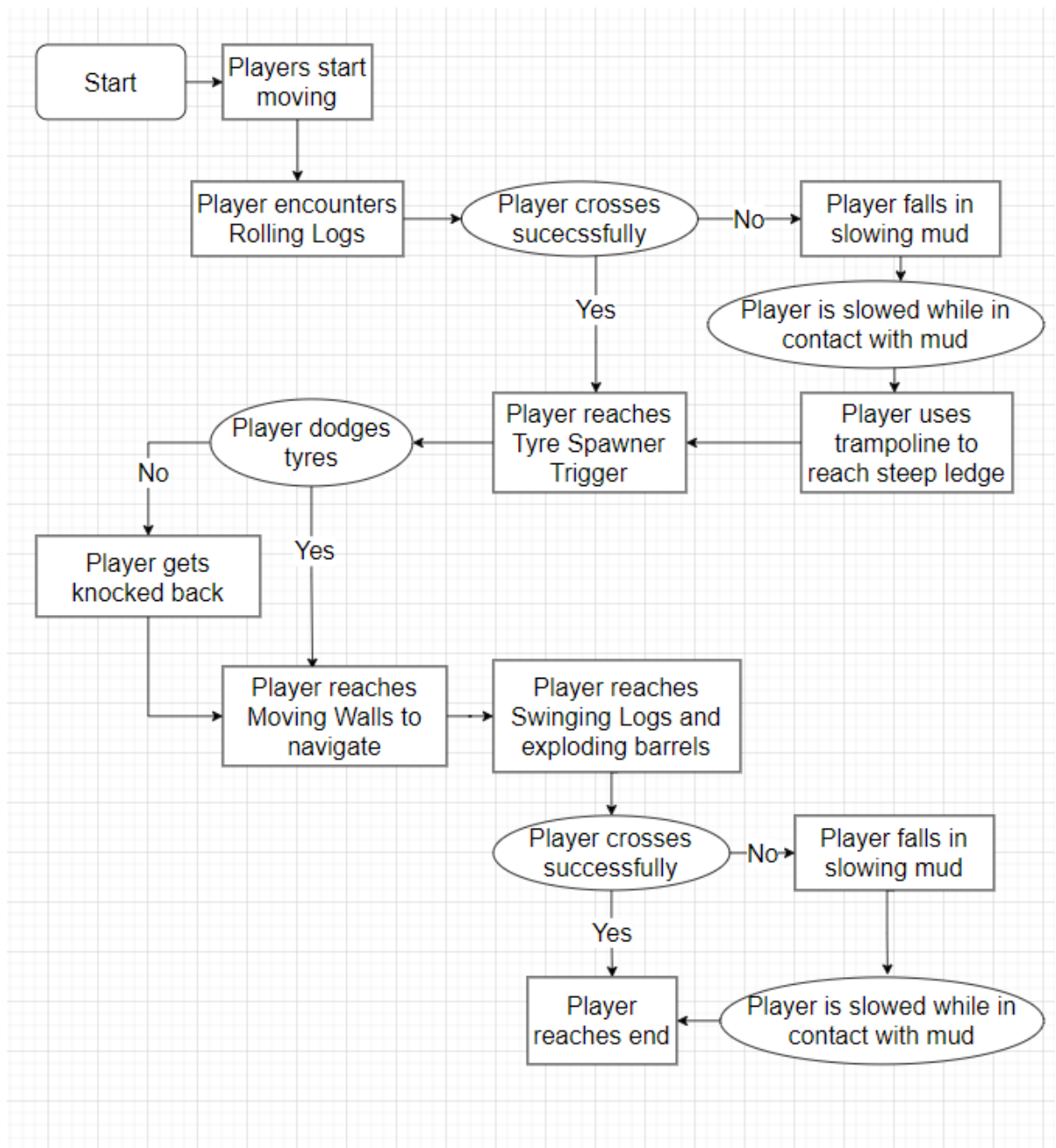
## Gameplay Assets –

- Hazards: Exploding Barrels, Spikes, Treadmills, Moving Platforms, Twisting Floors, Seesaw, Swings
- Ladders
- Mud
- Finish Line

## Environment –

- Mud
- Treadmills
- Ropes
- Barbed Wire Fence
- Tires
- Balance Beams
- Sandbags
- Seesaw
- Trees
- Path
- Tents
- Military Bunker
- Helicopter
- Humvee/Jeep
- Tank
- Camo Nets
- Weapons
- Wooden Platform

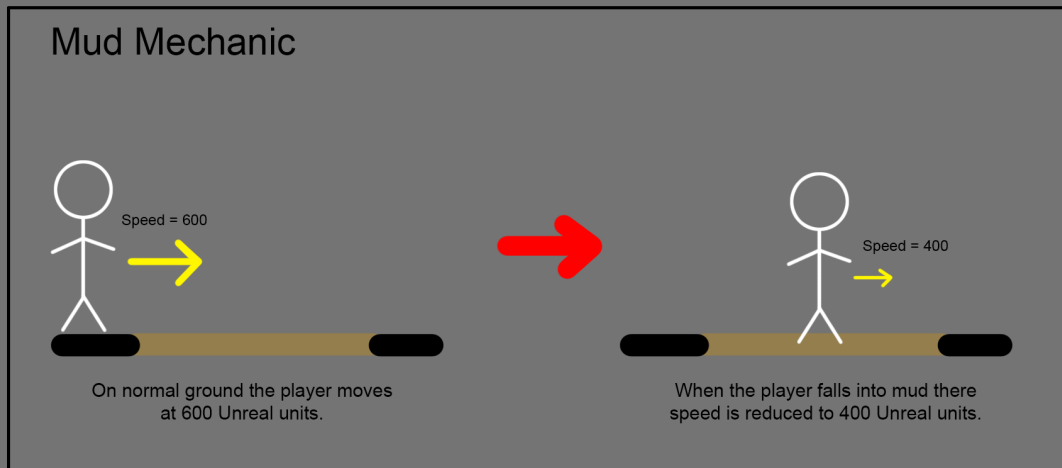
## Game Flowchart



## Mechanic Diagrams

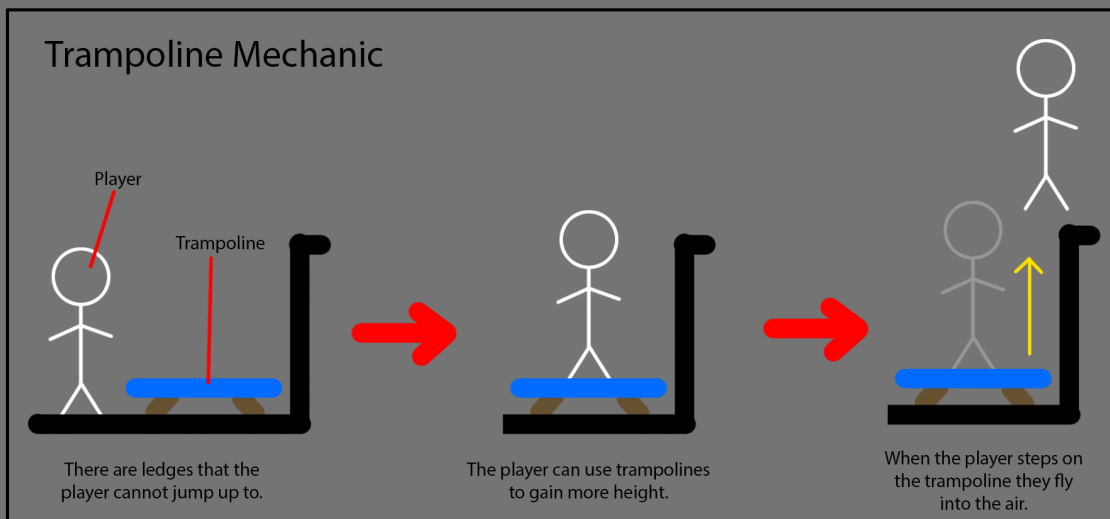
Mud:

## Obstacle Course Mechanics



Trampoline:

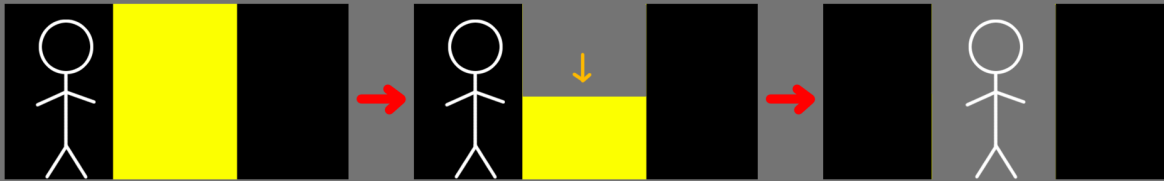
## Obstacle Course Mechanics



Moving Walls:

# Obstacle Course Mechanics

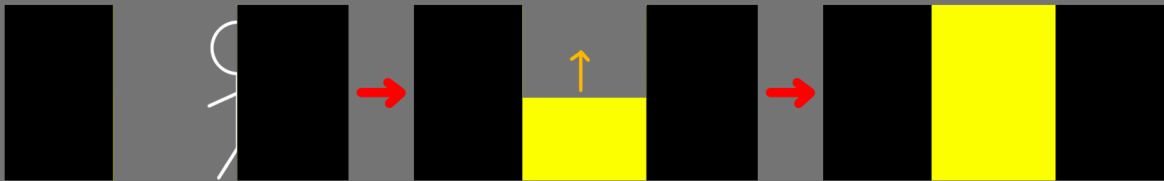
## Moving Walls Mechanic



1. There is a wall that prevents the player from progressing.

2. The wall will move on its own after a random amount of time.

3. Once the wall has moved the player can then walk through.



4. The player can progress to the rest of the level.

5. After a random amount of time the wall will move again.

6. The wall is back to how it began and cycle starts again from 1.

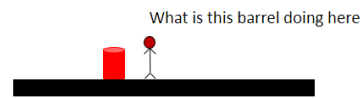
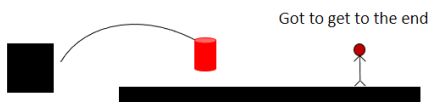
Barrel spawner:

## Barrel spawner Diagram

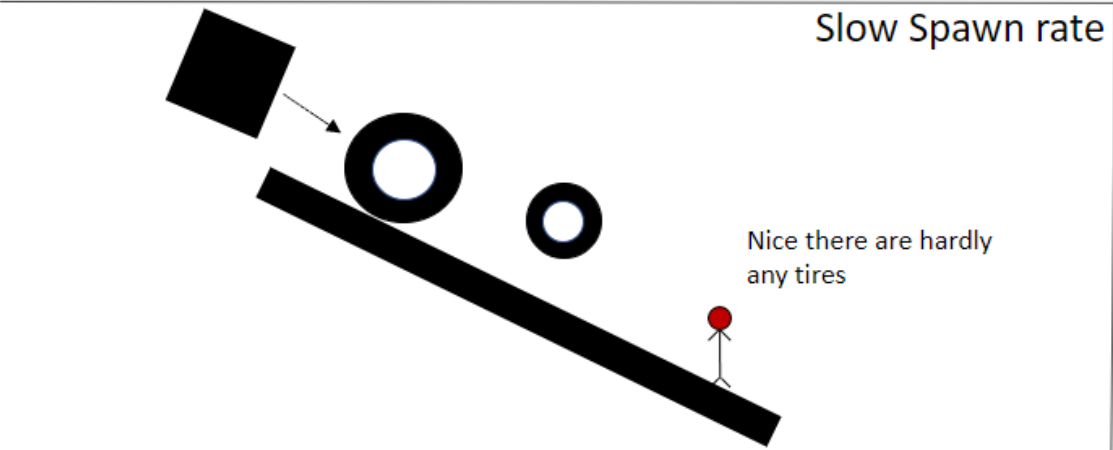
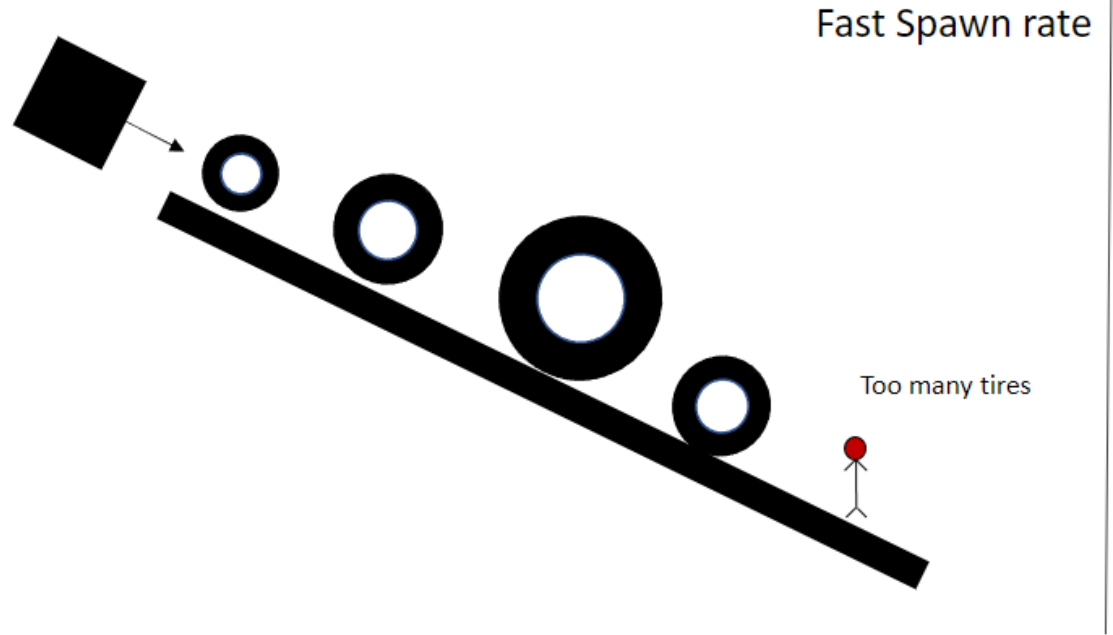
Barrels have a fixed spawn rate from the spawner



## Explosive Barrel Diagram

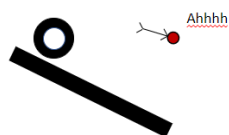
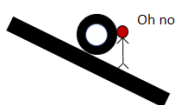


Tyre spawn:

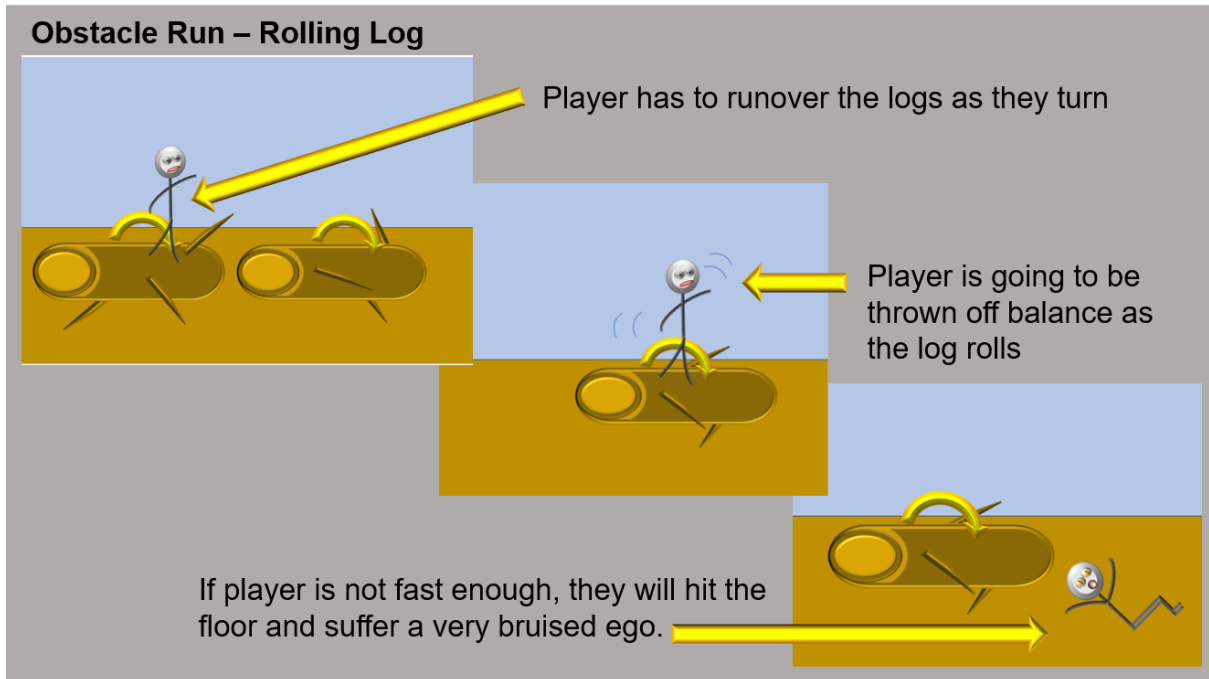
Tires Spawner Mechanic	
The tires spawn at a random rate and sizes	
	Slow Spawn rate
	Fast Spawn rate

Tire Mechanic

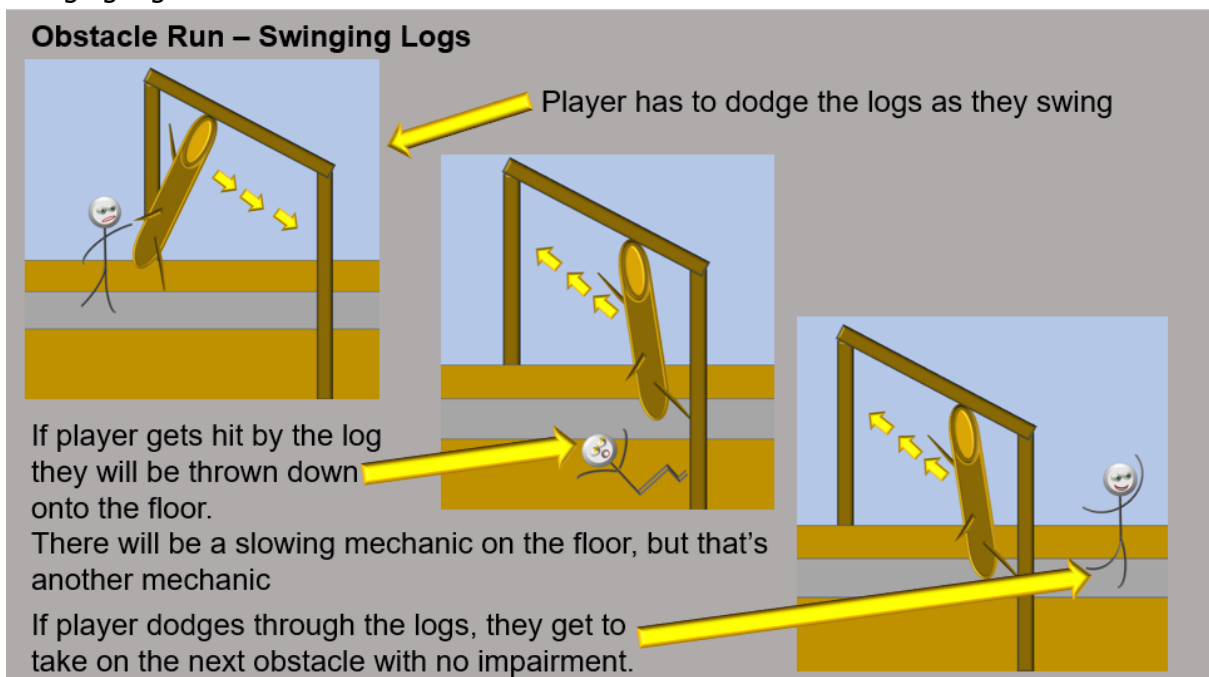
When hit the player gets pushed back



Rolling log:



Swinging log:



### Win Conditions

The game ends when all players have reached the end of the course or the 60 second timer runs out.

When the Minigame ends:

- The player who was furthest from the end or reached it last comes 4th and is given 0 points.

- The player who was second furthest from the end or reached it third comes 3rd and is given 1 point.
- The player who was second closest to the end or reached it second comes 2nd and is given 2 points.
- The player who was closest to the end or reached it first comes 1st and is given 3 points.

## UI Design

### Mood Board

### Menu

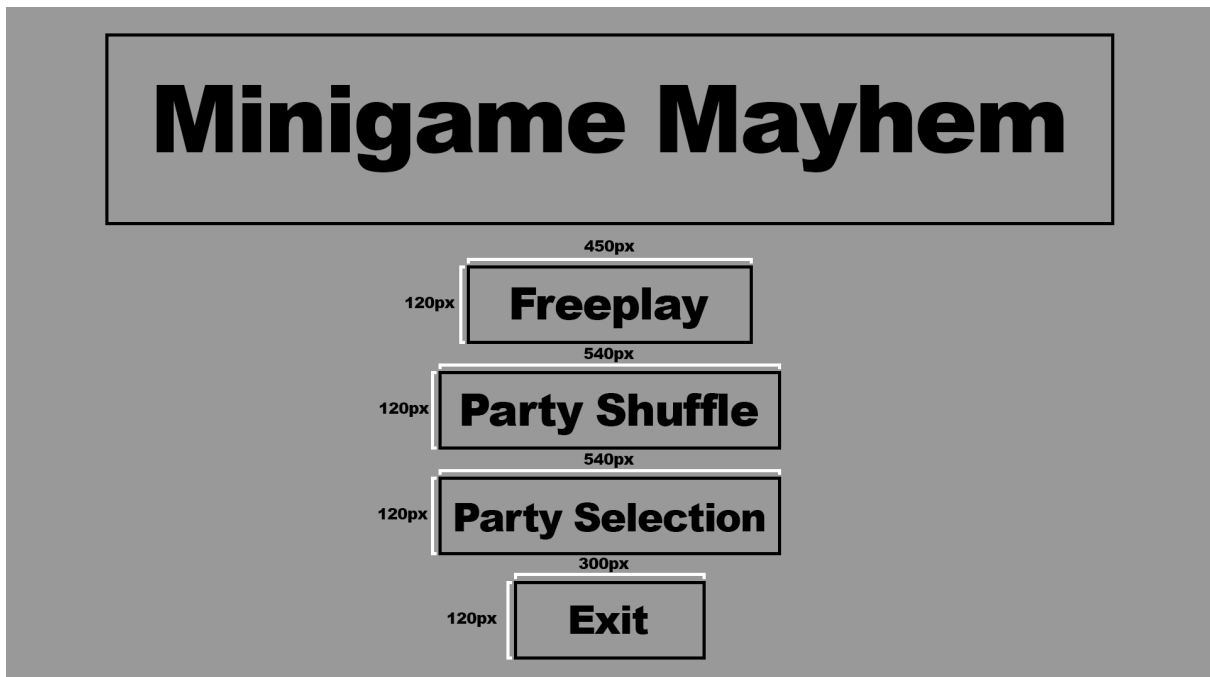


## In-Game

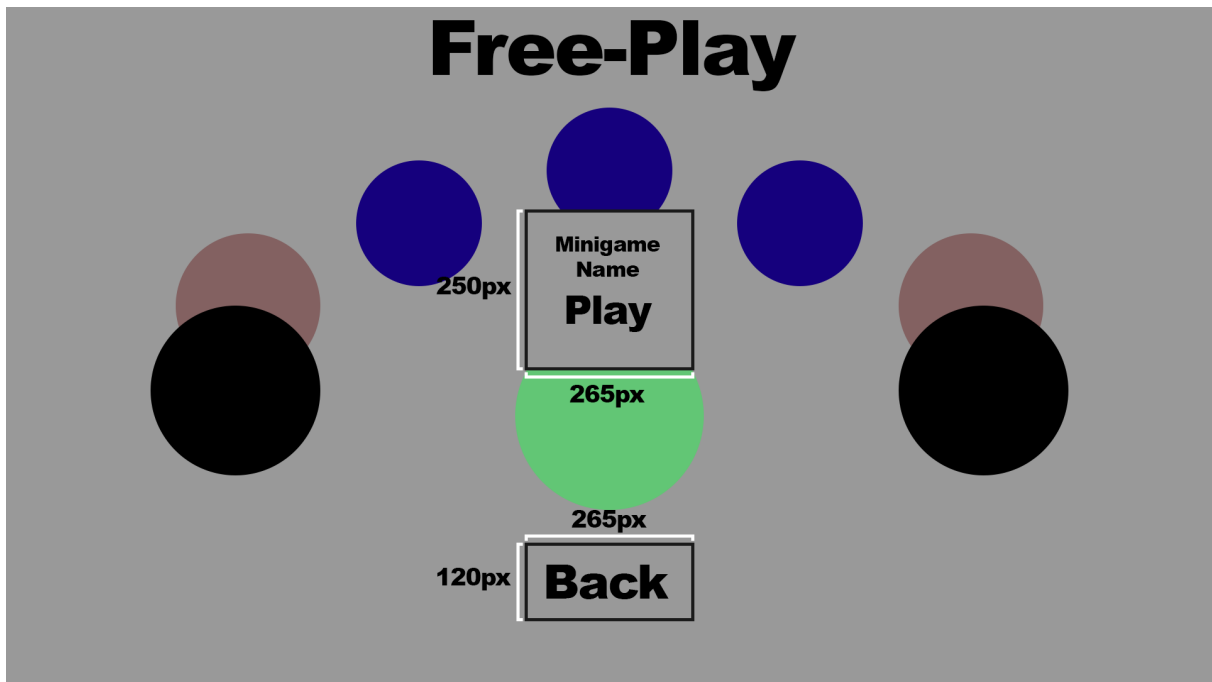


## Menus

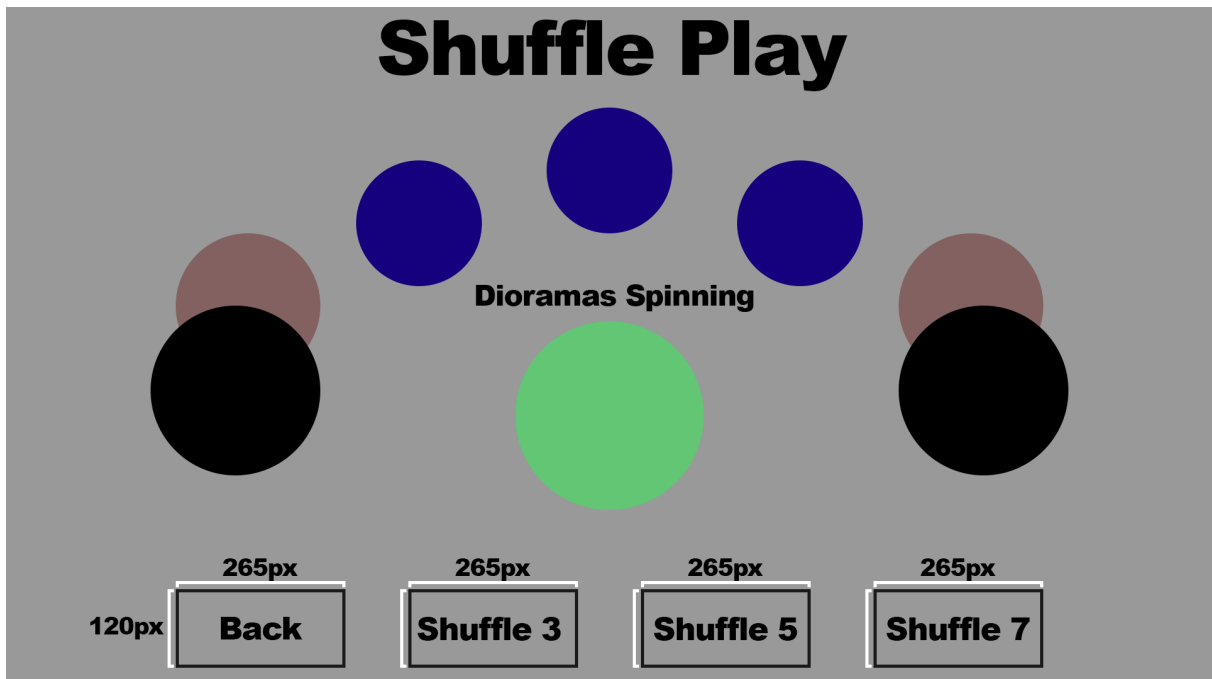
### Main Menu

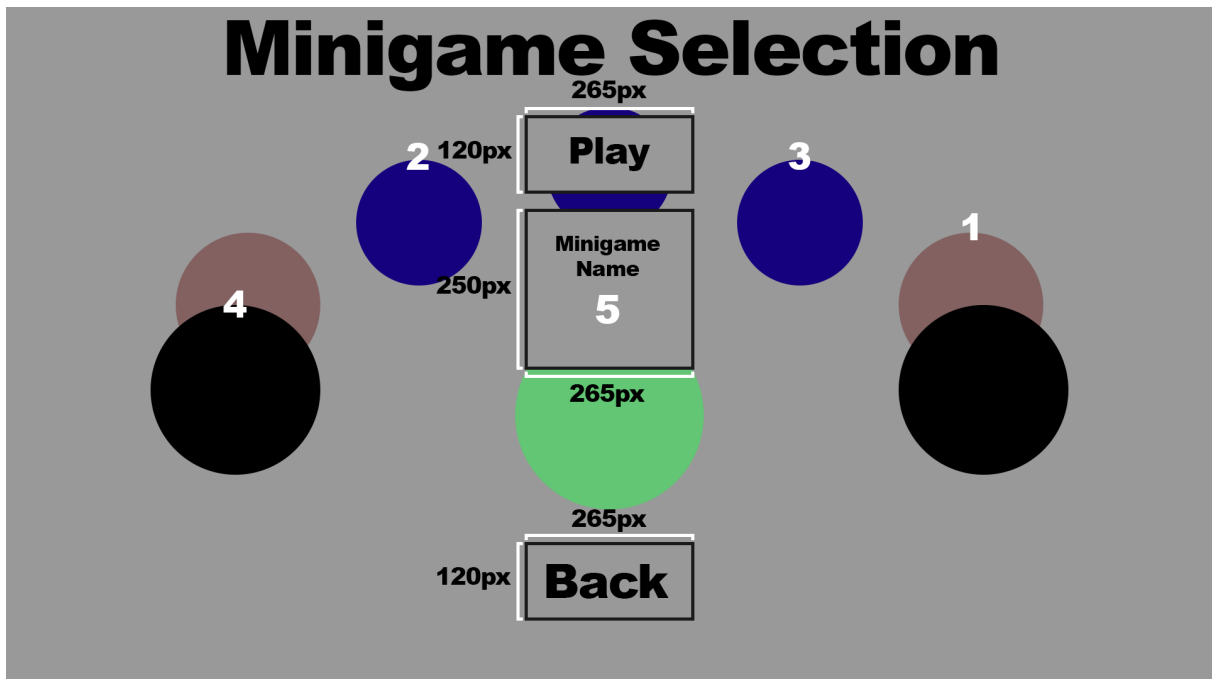
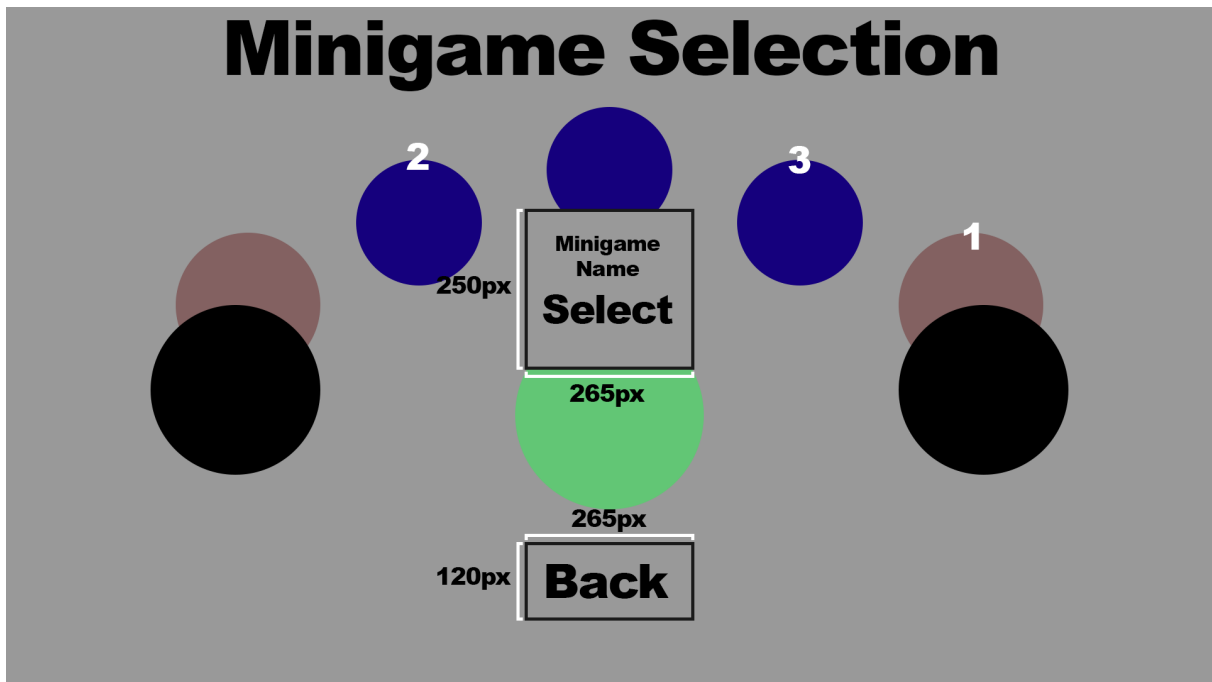


Free-Play



Party Shuffle





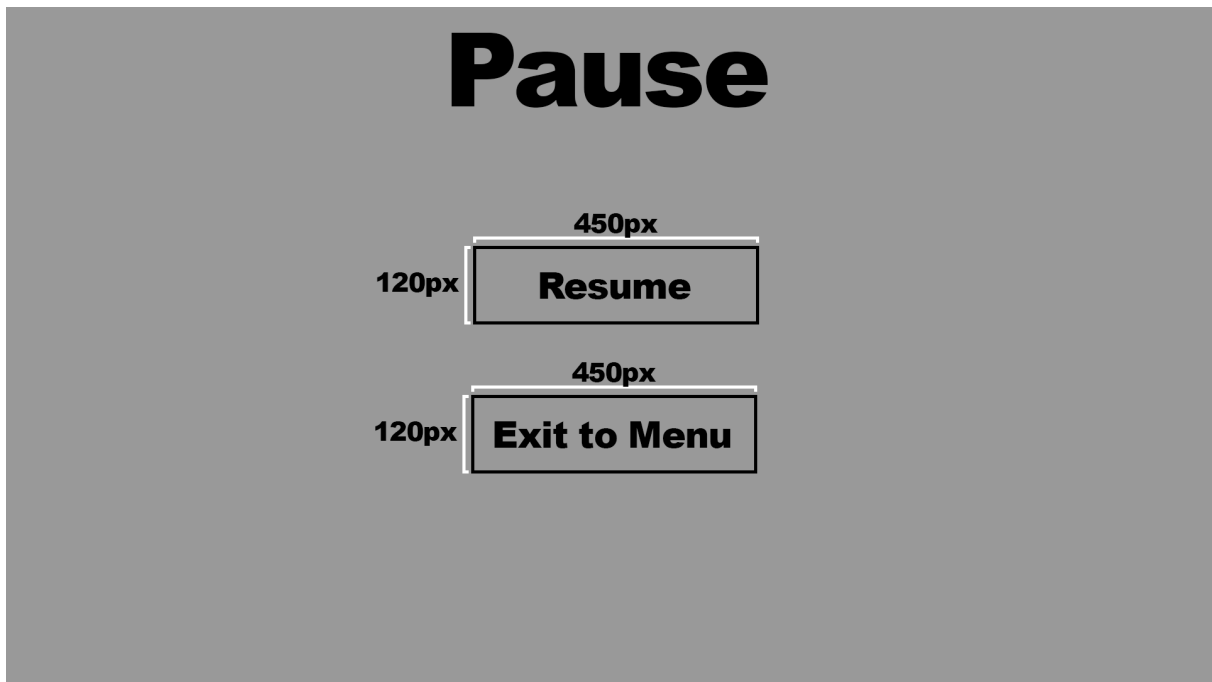
How to Play Screen



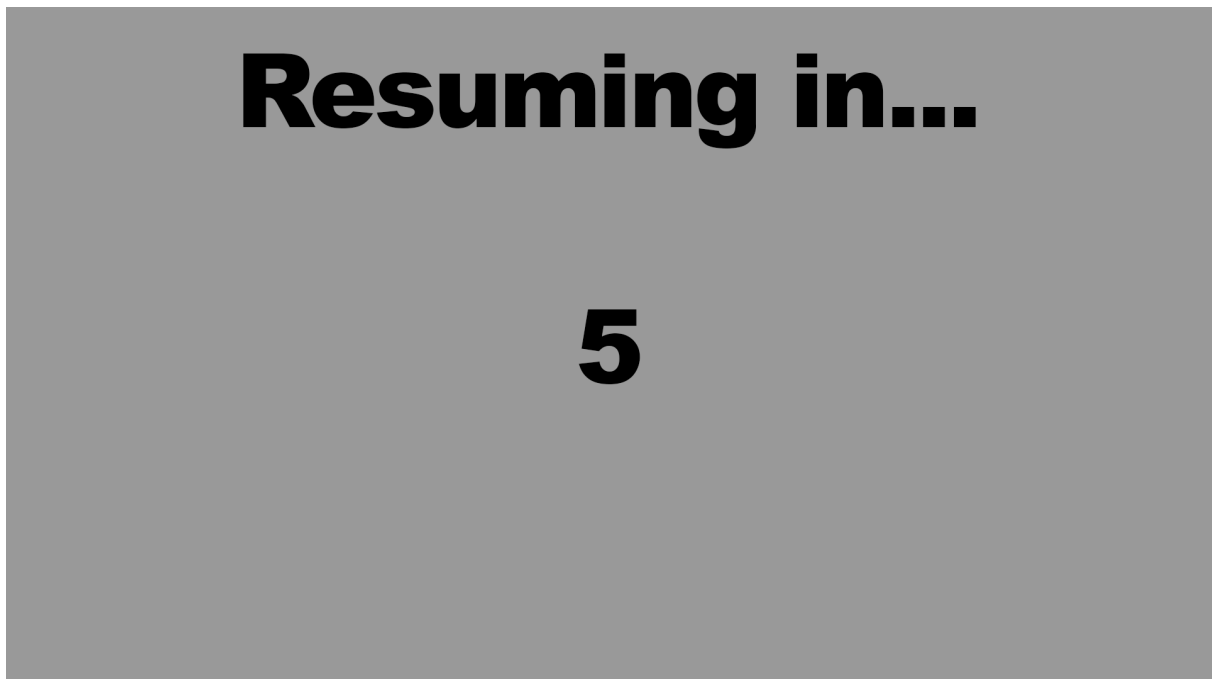
In-Game



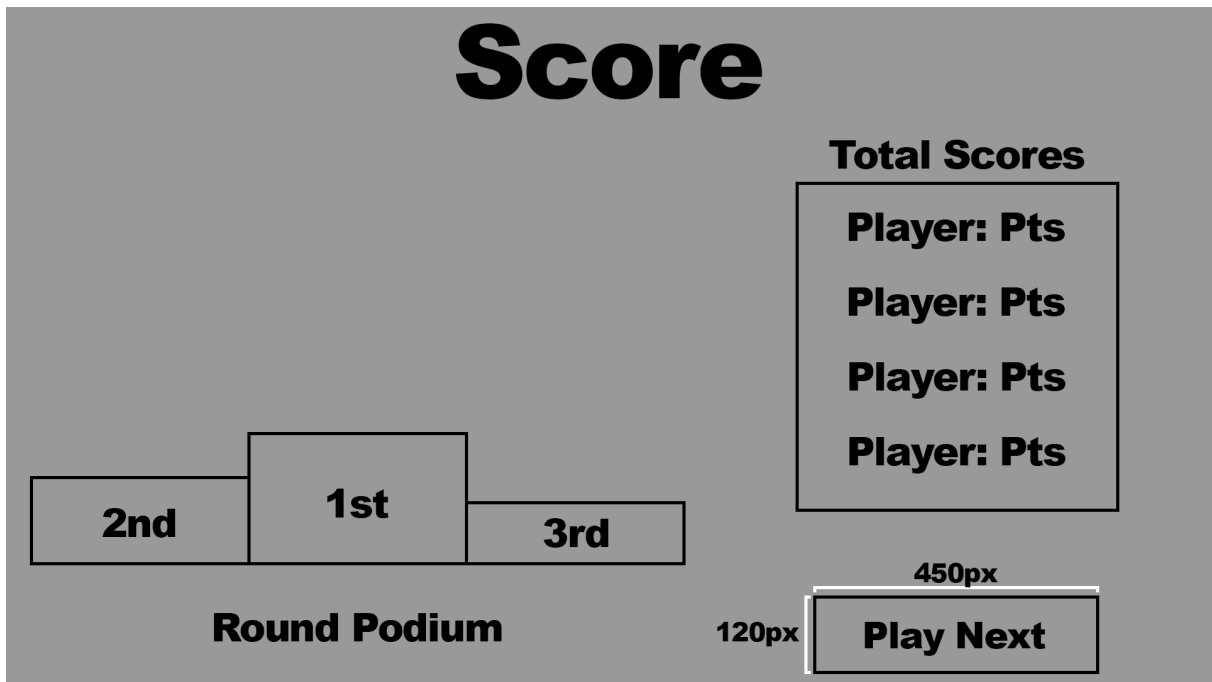
*Pause*



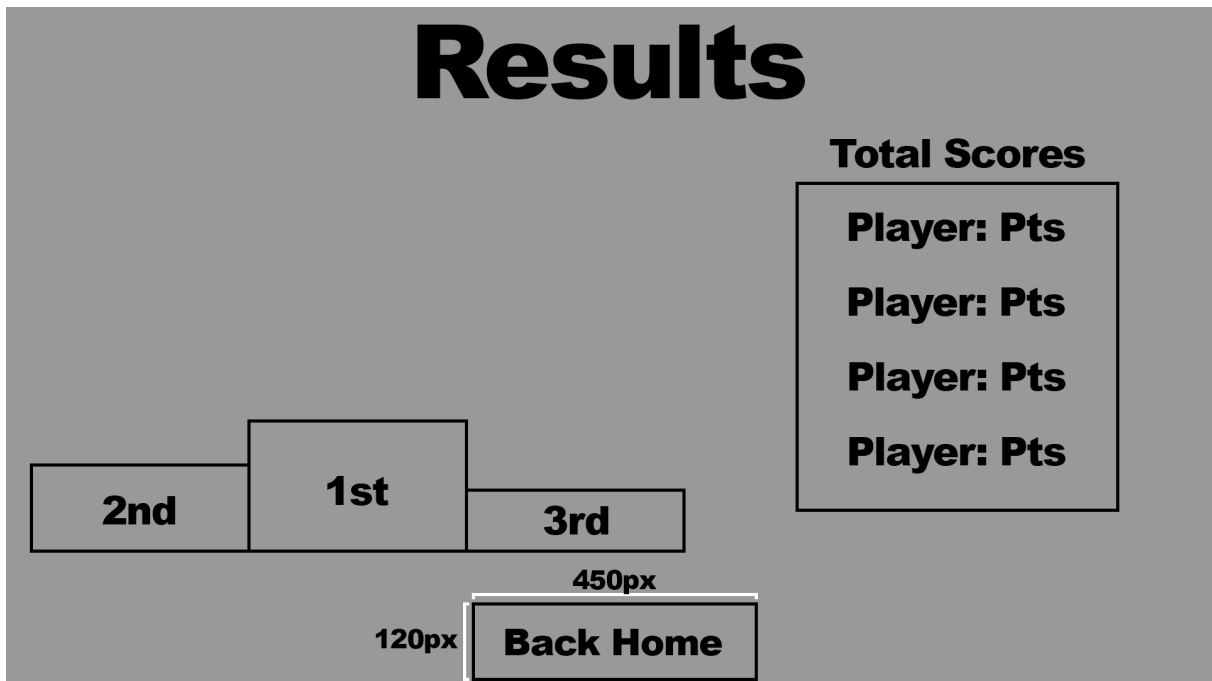
Resuming After Pause



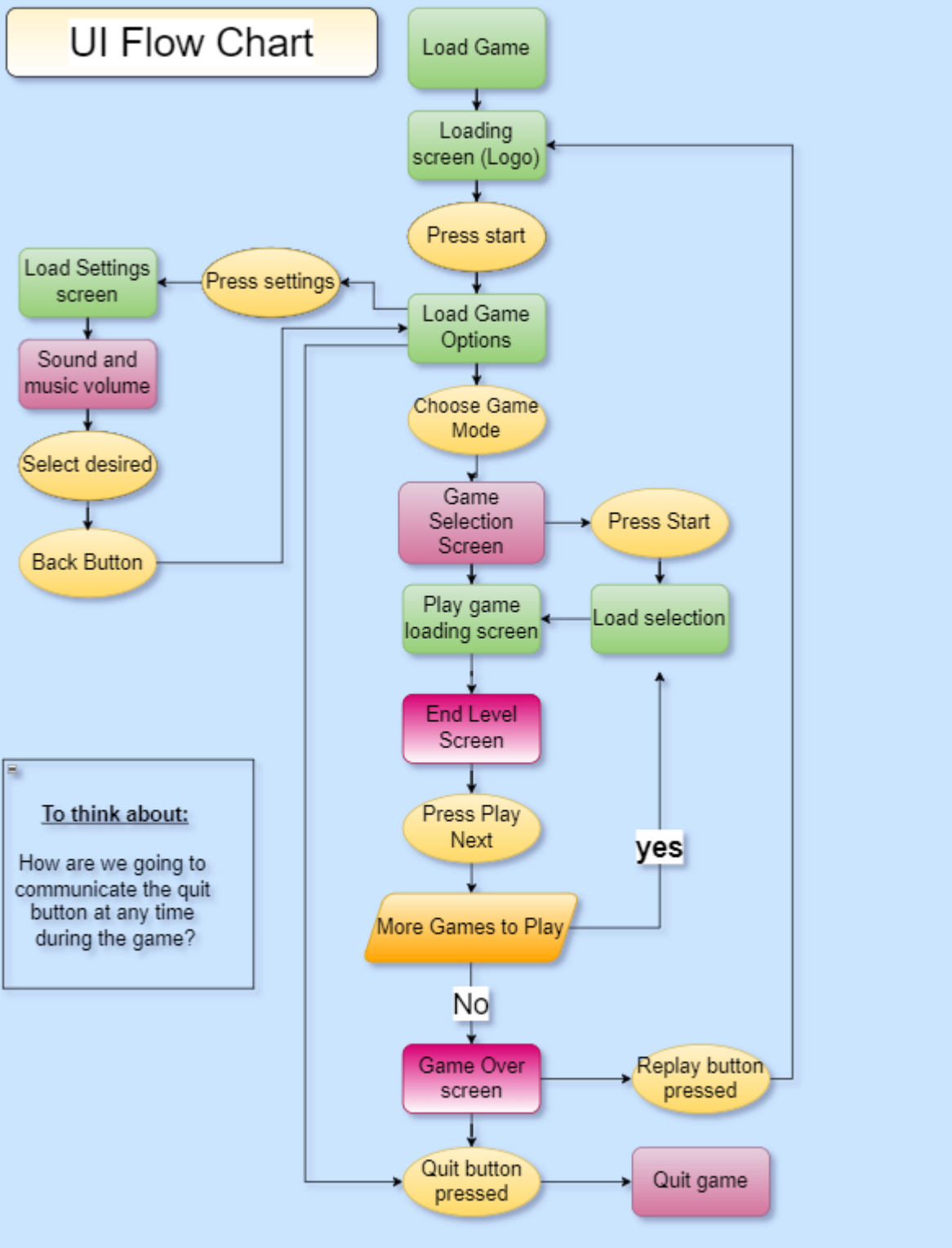
Scoring Screen - (End Of Rounds)



Results Screen



# UI Flow Chart



**To think about:**  
 How are we going to communicate the quit button at any time during the game?

IA flow chart for UI Design made to start to form a plan of the screens required and the buttons needed.

From this there will need to be:

## **Screens**

Loading Screen                      End Level Screen  
Options Screen                      Game Over Screen  
Settings Screen  
Game Selection Screen

## **Buttons**

Start Button              Play Next Button  
Replay Button              Settings Button  
Pause Button              Quit Game Button  
Back Button              Chose Game Mode Button

Button Assets

Start

Back

Quit

Play Next

Music and volume controls

Pause button

Shuffle button

credits

All Buttons could be done the same and altered in engine for their purpose if needed

## **Fonts**

## Font Choices

A selection of fonts were sourced from 1001freefonts.com and shown

Gabriola Quantum Pound Hollow  
SPARKLE Albn JI CHUBBY CAPS  
Ballonku Orange Juice Candy Pop!  
Recharge CHOCOLATE BAR DEMO  
Remachine Script Caprica Sans  
PANDA POWER ST AIR SHOW  
COLLEIATE BORDER FLF CHOOKA ZOOM  
BUBBLE AND SOAP Bullpen 3D  
PLASTICRAP Rogland  
BIGGER SUMMER FEST Bubble Bobble

These were chosen to show different styles to see what the team felt were usable for the game.

Generally feedback before the search was that a bubbly type font was required, therefore the ones which did not qualify under this were discarded but were still useful to be considered in this exercise as it set the decision.

BUBBLE BUTT OUTLINE Comic White Rabbit  
BUBBLE BUTT bilko dream  
Gretoon Highlight  
PLEASANTLY PLUMP  
BIGGER SUMMER FEST 123456789  
These fonts are the ones sourced to find a lowercase version.  
Fruit Juicer  
Barnacle Boy The chosen one was Fruit Juicer

The additional bubbly type fonts were shown and the Bigger Summer Fest was favoured but a request made to find this type with a lowercase font.

## Sound Effects

### Asset List of SFX

#### Universal SFX:

- Victory sound effect.
- Death sounds (determined by minigame).

#### UI SFX:

- Select sound.
- Back sound.
- Pause sound.

- Un-pause sound.
- Minigame shuffle sound.
- Countdown beeping

### **Vampire Tag:**

- Shriek - when a player gets infected.
- Wolf howling - ambience.

### **Disastrous Disco:**

- Sound effect for when platforms fall.
- Bass boom - when the speakers fire soundwaves.

### **Falling Fruit:**

- Fruit squelch.
- Rolling fruit sound.
- Knife in chopping board sound.

### **Sumo Slam:**

- Creaking ice - ambience.
- Cracking ice - when the platform breaks apart.
- Waves - ambience.

### **Fishing Frenzy:**

- Casting rod.
- Reeling in rod.
- Small water splash.

### **Dippy Dodgeball:**

- Dodgeball hits - when a player gets hit by a ball.
- Charge up sound - when a player charges up a ball throw.

### **Carnival Shooter:**

- Laser blaster - when players fire lasers.
- Ding sound - when a player hits a target.
- UFO sfx.

### **Obstacle Run:**

- Small explosion - explosive barrels.
- Spike sound effect.

## **Music**

### Asset List of SFX

- Main Menu music.
- Game start music - to play alongside sequences.
- Music for each mini game, themed accordingly.
- Victory music.

## Player Characters, Controls and Abilities

### Vampire Tag

#### Controls:

Move Character (Left Analog Stick) - The left analog stick is used to move the character around the playable area.



#### Camera:

The camera will be fixed at an above raised angle so all the players will be on the screen at the same time.

#### Mechanics:

The humans have to move around the map avoiding infected enemies and try to be the last one alive.

Humans - Avoid Collision with Infected

Infected - Collide with Humans to turn them

#### Physics:

The uninfected human characters will move at a speed of 600m/s and the infected vampires will move at a speed of 400m/s.

### Disappearing-Disco Floor

Controls:

Move Character (Left Analog Stick) - The left analog stick is used to move the character around the playable area.

Push (Right Trigger, RT) - The trigger is used to make the character push.



Camera:

The camera will be fixed at an above raised angle so all the players will be on the screen at the same time.

Mechanics:

Players have to move around the dance floor standing on the colours the game tells them to. If they are not on the colours they will fall to their death and lose. Players can also try and push other players off the dance floor.

Physics:

Players will move at a speed of 600m/s. The push will have a force of 2500N.

### Falling Fruits

Controls:

Move Character (Left Analog Stick) - The left analog stick is used to move the character around the playable area.

## Falling Fruits Controls - Xbox Series X Controller



### Camera:

The camera will be fixed at an above raised angle so all the players will be on the screen at the same time.

### Mechanics:

Players move around the playable area avoiding fruits that are falling down from above. If a fruit touches the player then they will lose and be out.

### Physics:

Players will move at a speed of 600m/s.

## Sumo Slam

### Controls:

Move Character (Left Analog Stick) - The left analog stick is used to move the character around the playable area.

Push (Right Trigger, RT) - The trigger is used to make the character push.

## Sumo Slam Controls - Xbox Series X Controller



### Camera:

The camera will be fixed at an above raised angle so all the players will be on the screen at the same time.

### Mechanics:

Players move around a platform that shrinks overtime. Their objective is to try and stay on the platform as long as possible, if they fall off they will lose. They will also be able to try and push other players off of the platform.

### Physics:

Players will move at a speed of 600m/s. The push will have a force of 2500N.

### Fishing Frenzy

#### Controls:

Move Character (Left Analog Stick) - The left analog stick is used to move the character around the playable area.

Cast Rod (Right Trigger, RT) - The trigger is used to cast the fishing rod.

## Fishing Frenzy Controls - Xbox Series X Controller



### Camera:

The camera will be fixed at an above raised angle so all the players will be on the screen at the same time.

### Mechanics:

The players move around the playable area waiting to try and find fish in the water. Once they see where the fish are they have to go to that spot and cast their fishing rod to catch the fish. The aim is to catch as many fish as possible.

### Physics:

Players will move at a speed of 600m/s. The rod can only be cast directly in front of the player.

## Dippy Dodgeball

### Controls:

Move Character (Left Analog Stick) - The left analog stick is used to move the character around the playable area.

Throw Dodgeball (Right Trigger, RT) - The trigger is used to throw a dodgeball.

Pickup Dodgeball (X Button) - The X button is used to pick up a dodgeball.

Dash (Left Trigger, LT) - The trigger is used to dash the direction you are facing.

## Dippy Dodgeball Controls - Xbox Series X Controller



### Camera:

The camera will be fixed at an above raised angle so all the players will be on the screen at the same time.

### Mechanics:

The players will move around an arena picking up dodgeballs and throwing them trying to hit the other players with them. Each player can take one hit that breaks their shield and then another hit will kill them. The aim is to be the last one alive. They can also dash which will help them avoid being hit.

### Physics:

Players will move at a speed of 600m/s. The dash will propel the player in the direction they are facing a few spaces at a speed of 1000m/s. The players can hold onto a dodgeball for 5 seconds, if they haven't thrown it in 5 seconds then they will drop the ball.

## Carnival Shooter

### Controls:

Move Cursor (Left Analog Stick) - The left analog stick is used to move the cursor around the screen.

Shoot Gun (Right Trigger, RT) - The trigger is used to shoot the gun.

## Carnival Shooter Controls - Xbox Series X Controller



### Camera:

The camera will be fixed looking down a firing range so all the players' cursors will be on the screen at the same time.

### Mechanics:

The players will be using their cursors to aim their guns. They have to use the guns to shoot down targets. The aim is to shoot as many targets as possible.

### Physics:

The player's guns will be able to shoot 5 bullets before reloading. Reloading will take 2 seconds.

## Tank Shooter

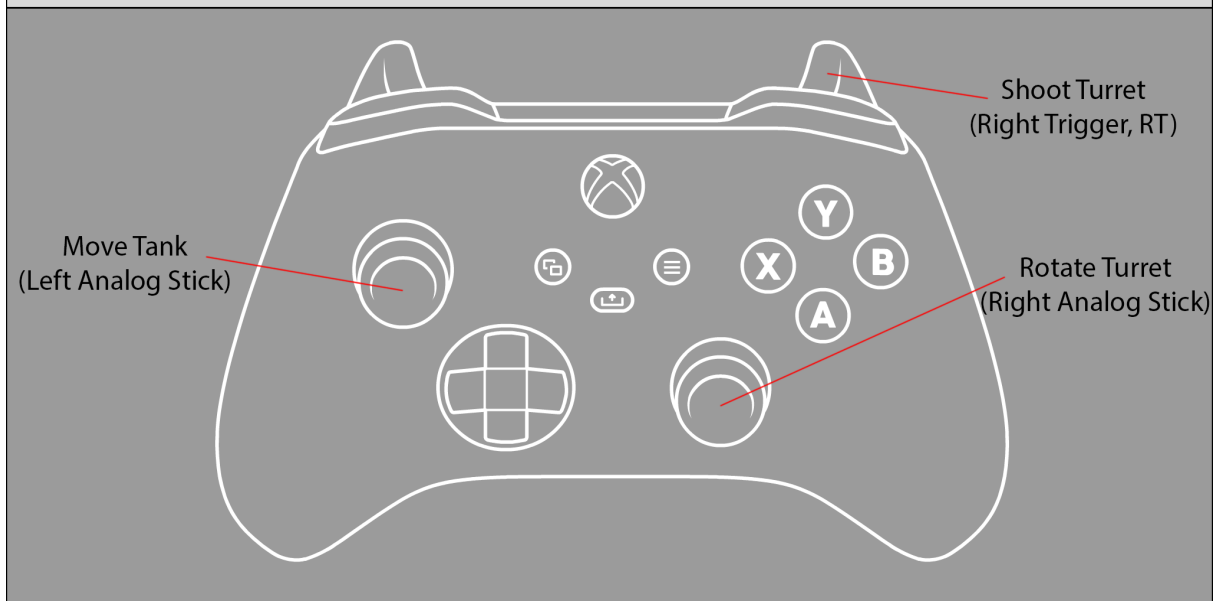
### Controls:

Move Tank (Left Analog Stick) - The left analog stick is used to move the tank around the screen.

Shoot Turret (Right Trigger, RT) - The trigger is used to shoot the turret.

Rotate Turret (Right Analog Stick) - The right analog stick is used to rotate the tanks turret.

## Tank Shooter Controls - Xbox Series X Controller



### Camera:

The camera will be fixed at an above raised angle so all the tanks will be on the screen at the same time.

### Mechanics:

The players will move around the playable area and try to shoot the other players. If they get shot they will be out. The aim is to be the last one alive.

### Physics:

The tank will move at a speed of 600m/s. The turrets can shoot 3 times before needing to reload. The reload will be 1 second long.

### Obstacle Course

#### Controls:

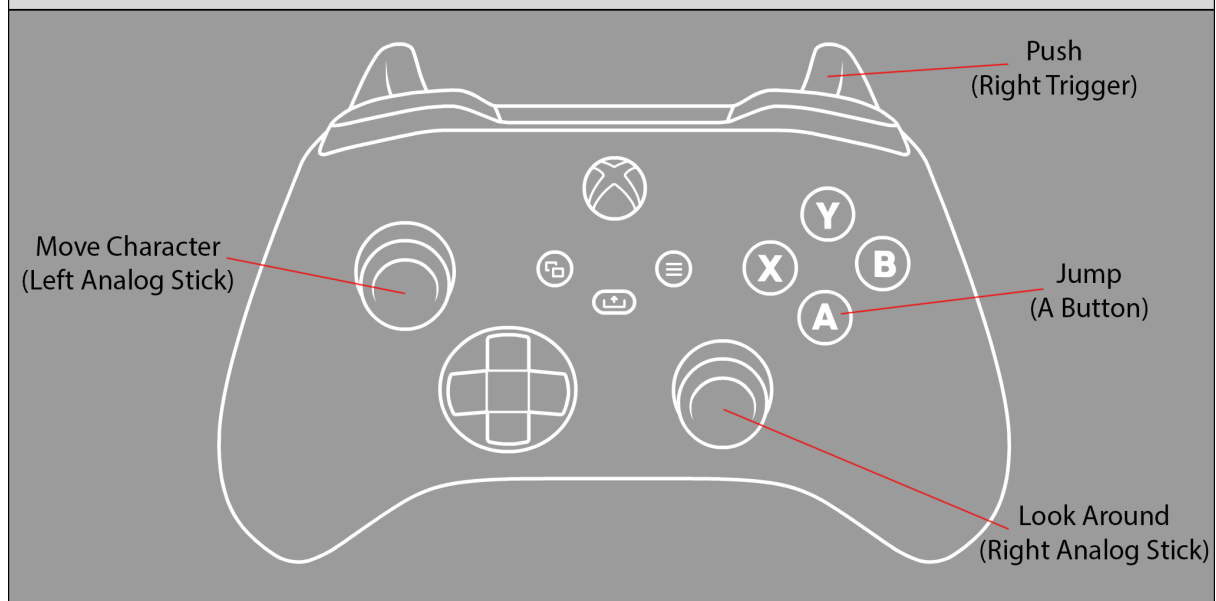
Move Character (Left Analog Stick) - The left analog stick is used to move the character around the playable area.

Push (Right Trigger, RT) - The trigger is used to make the character push.

Jump (A Button) - The A button is used to make the character jump.

Look Around (Right Analog Stick) - The right analog stick is used to look around and change the characters direction.

## Obstacle Course Controls - Xbox Series X Controller



### Camera:

The minigame will be split screen. Each player will have their own camera which will follow the character in third person over their shoulder.

### Mechanics:

Players will race each other from the start of an obstacle course to the end. They will gain points depending on what position they complete the course. The course will contain a series of hazards and obstacles that must be overcome. They can also push other players to try and slow them down.

### Physics:

The characters will move at a speed of 600m/s. The push will have a force of 2500N. The character will be able to jump at a Z velocity of 450m/s.

## **Overall Game Conditions**

Players will play through a series of 5 out of the 8 minigames. The five games will be randomly chosen and in a random order.

Every minigame will have the same scoring system that depends on the players performance during the minigame.

1st = 3 points  
2nd = 2 points  
3rd = 1 point  
4th = 0 points

After each minigame is played the points the players earned for that minigame will be added to the players total points.

When 5 minigames have been completed the game will end and players will be placed depending on their total points. The overall winner will have accumulated the most points over the course of the 5 minigames.

There will be a scoreboard to show where all players placed and their points.