

Mine hunter Game Design Document

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Game Overview



Game Summary

Endless Minesweeper

Mine hunter is take on the classic minesweeper. This will have two main areas of the game, the first is classic minesweeper and the second is and endless runner version like adventure mode but endless. The will also be two sub-modes

What is the Game Genre?

- Puzzle, endless runner, Friend challenge.

What is the Player Experience?

- Challenging and mentally stimulating. Frantic with the endless mode.

What is the Game's Theme?

- Last as long as you can and share with Your friends.

Who is the Target Audience?

- E for Everyone. Casual gamers with a few minutes to spare.

What are the technical details?

- Developed using: Unity 3D 2018.1
- Art Assets: 2D pixel/Sprites interchangeable skins with scriptable objects
- Platform(s): mobile, Android and iOS (and PC)

- Controls: touch (and mouse)

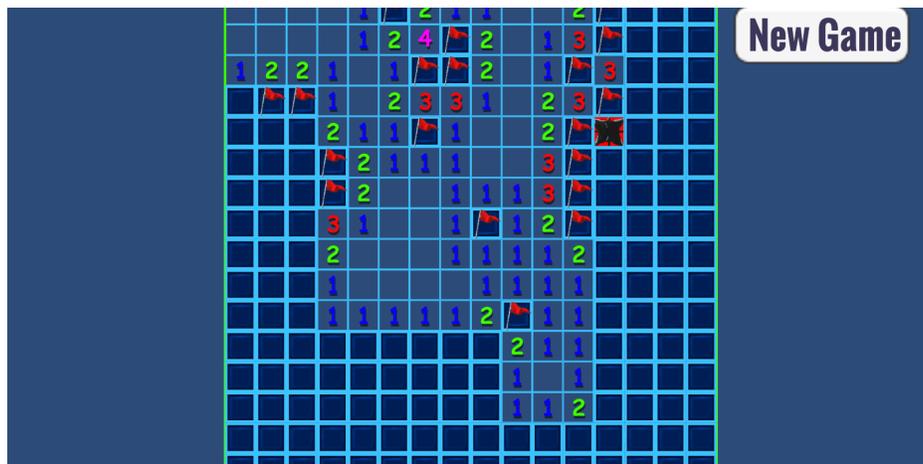
Game Title Ideas

Minehunter and mine hunter endless.

When will it launch?

1/12/2018

Camera, Character and Controls



Camera:

Top down orthographic camera possibly cinema machine.

Character:

No player character for classic and challenge modes. There will be a variety of player able characters that will be unlockable through IAP for endless mode. Some characters will also be with theme packs.

Object of the endless is to get as far as possible.

Controls:

Touch input will be the main controls.

Classic:

Tap on a square to reveal what is underneath. A flag UI button to toggle flag placement as well as touch and hold to place flags/question marks.

Endless:

Will be very similar to classic but screen areas will keep disappearing behind the player.

Gameplay Features

- Classic: this will be the classic minesweeper mode with various difficulties and board sizes.
- Daily challenge mode: this will be classic mode with specific remotely generated boards and difficulties.
- Endless mode: This mode has a player character that must get as far as possible before the board behind them overtakes them or they run into a trap.
- Challenge a friend: all game modes. Takes the random seed used and messaging the player friends to beat their time on the same map/board.

Gameplay Feature 1: Classic



In classic mode the player is trying to reveal all the squares on the board that don't contain a mine/trap. The player is given clues as to where the mines by squares near mines displaying the amount of mines adjacent to it. The player can place flags or question marks where they

believe a mine to be to mark it and prevent the player from accidentally clicking on the button that hides the mine. Finally the level is timed and players can record best times.

Gameplay Feature 2: Daily Challenge

This will be a mode that has five levels with variable difficulties and sizes of maps. A central server will generate a XML or JSON file that the game will access to download daily challenges. The server file will be generated by php or asp code via CRON job on the webserver.

Gameplay Feature 3: Endless

This will be a endless runner mode that will have rooms for the player to try and make it as far as possible. Similar to microsoft minesweeper adventure mode x with an endless runner like Pacman 256, crossy roads or Flappy Bird.



Gameplay Feature 4: Challenge a friend.

This will be a mode where you can challenge any connected friends (via facebook) to beat your classic time or endless score.

[Brainstorm] General Ideas

- This is a general section to put ideas, thoughts, comments, etc.

Puzzles and Challenges Ideas

- Ideas for puzzles and challenges in our game

Tools, Plugins, Assets, Notes

- Facebook intergration
- Unity ads
- IAP
- Multiple themes for purchase.