

Rapid Prototype 1 Game: Sled Dogs

Overview	2
→ Project Parameters:	2
→ Elevator Pitch:	2
→ Summary:	2
→ Game Design Values:	3
→ References:	3
Objects/ Components	3
Gameplay Guide and Rules	5
Art	6
Playtest/ Development Photos	6

Overview

→ Project Parameters:

- ◆ Must iterate on a pre-1984 coin-operated arcade game
- ◆ No multiplayer
- ◆ Directional pad and single button controls
- ◆ Must have one mobile-specific mechanic
- ◆ HD retro art style
- ◆ All teams must have a unique starting game
- ◆ Built in Unity, published in HTML5
- ◆ Audience: F2P casual retro fans, must have high mastery, low entry

→ Elevator Pitch:

- ◆ Sled Dogs is a new take on Alpine Ski that puts the player in control of a sled dog team. This infinite vertical-scrolling game challenges players to achieve high scores and top speeds. Using voice commands to speed up, Sled Dogs epitomizes casual fun with a skill ceiling as high as you are willing to go fast!

→ Summary:

- ◆ Sled Dogs is an evolution of the scroller arcade game Alpine Ski. We intend to keep the game's core objective and movement the same. Players will still move right to left on the directional pad to avoid obstacles, and the score is largely determined by how long you can survive without wiping out. Sled Dogs differ from Alpine Ski in four major ways. Firstly, the introduction of an evasion mechanic. A single button press will allow the dogsled to jump over some obstacles. This is an alternative to movement as evasion, and can add some variability to the gameplay. It also presents the opportunity for events where the player must engage with the jump mechanic to continue. The second large difference is the incorporation of an audio mechanic. By exclaiming "Yip Yip" players will be able to speed up their sled dogs. This can be done multiple times, dramatically increasing the player's speed and points. Additionally, Alpine Ski has levels where Sled Dogs are generated indefinitely. Finally, the game's aesthetic will shift from a skier to a dogsled rider.
- ◆ *We are considering the addition of a haptic feedback mechanic for successful jumps and hitting the boundaries. The device will vibrate when the player makes a successful jump, and it will vibrate continuously when the player brushes against the boundary.

→ Game Design Values:

- ◆ Neutral goal-oriented*
 - (Scope allowing, we would like this value to be “silly, goal oriented”)
- ◆ Easy fun
- ◆ Nostalgia
- ◆ Simplicity

→ References:

- ◆ Alpine Ski (1981)
 - [Wiki Link](#)
 - [Gameplay Video](#)
 - [MOTG Link](#)

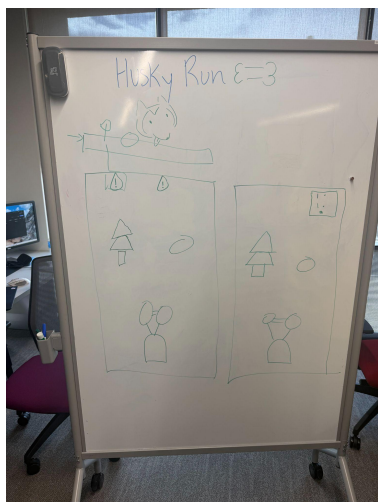
Objects/ Components

→ Player Character

- ◆ Top down dogsled
- ◆ Left and right directional pad for steering
- ◆ Single pushbutton for jumping
- ◆ Audio input for speed increase
- ◆ Touchscreen toggle option for audio input

→ Warning System

- ◆ When an obstacle is about to enter the map, it is represented by an exclamation mark at the point where it will enter. (new feature, scope dependent)



→ Obstacles

◆ Rock

- Stationary obstacle, hitting it is game over
- Player can use the jump function to evade the rock, or steer around it
- Short and wide

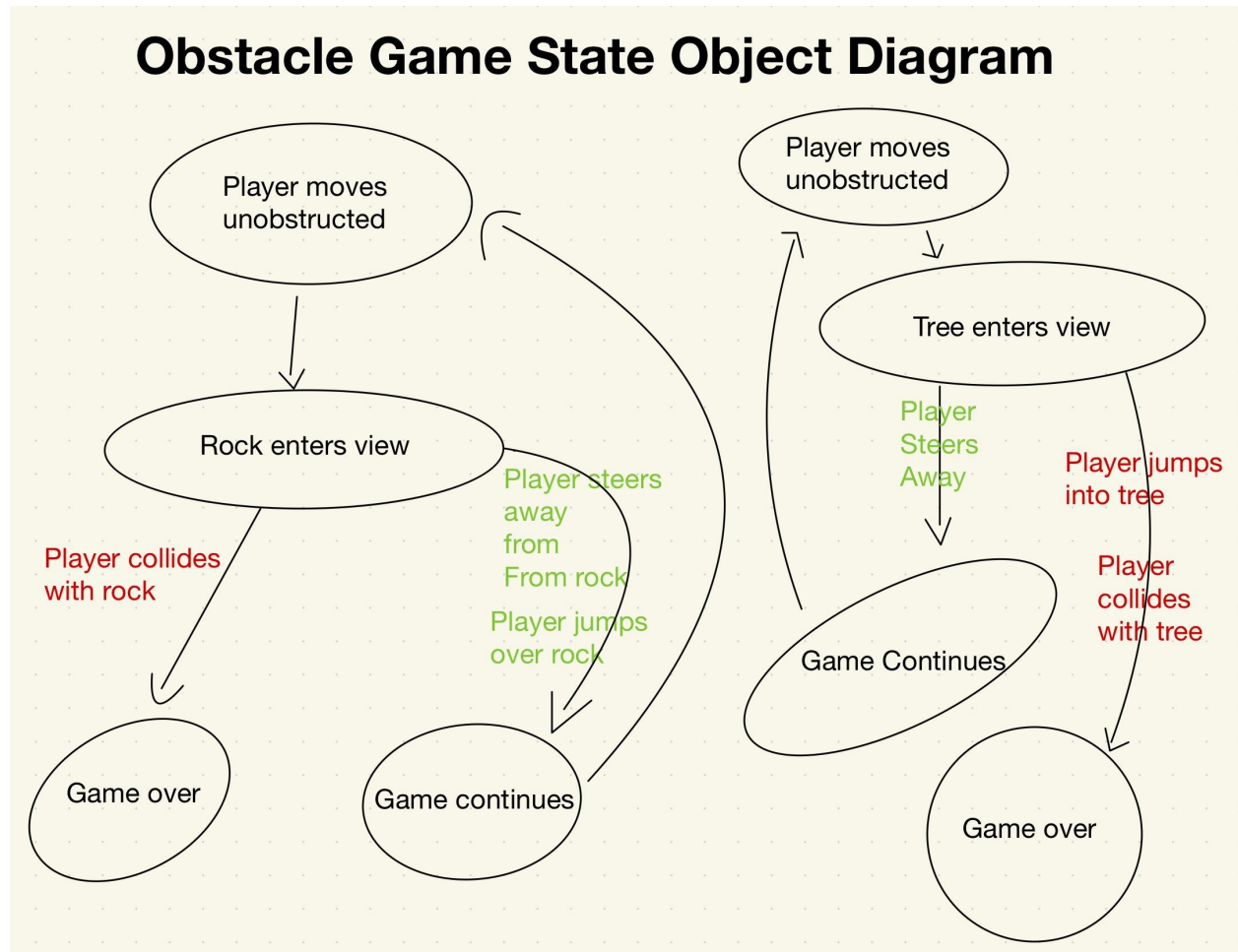
◆ Tree

- Stationary obstacle, hitting it is game over
- Players must navigate around the tree by steering
- Skinny and tall

◆ Moving Obstacle

- Wild animals? (deer, penguin, seal?)
- Can be jumped over and navigated around, but the movement makes them much more perilous
- We can probably just do Diagonal zigzags for the movement

◆ Obstacle Game State Diagrams:



→ Player Interactables

◆ Ice Patch

- Rare frozen lake, large stationary object
- Going over an ice patch is the only way to slow down

◆ Flag

- Static object
- Running between the flags grants a static points bonus

Gameplay Guide and Rules

- Forward movement begins automatically, dodging or jumping over obstacles as you navigate the snowy trail. Avoid trees, jump over rocks, and watch out for wild animals! Yell “Yip Yip” to increase speed, but remember, slipping on frozen lakes is the only way to slow down.

Art

Playtest/ Development Photos

