# Finished Detailed Game Design Document

This week, we wrote a detailed game design document and came to a consensus on the finer details of the gameplay. We presented this to our Smilegate which was impressed with the quality and level of detail of this document. As a team, we also came up with additional ideas that we can use after the core gameplay has been fully explored, including an item system and an attack system. We're aiming for a wacky and humorous mood for the game.
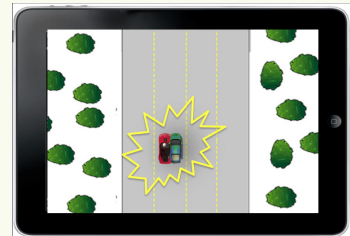
Created Paper Prototype

We have created a paper prototype and played it to check if our game mechanics had any flaws. Through the paper prototype we learned ways of improving the design. For example, we learned that we need a mechanism for the players' speeds to vary right from the beginning of the race. We also learned that it would probably be a good idea to ensure that multiple obstacles don't appear in the same lane too close to each other.

Designed Game Architecture
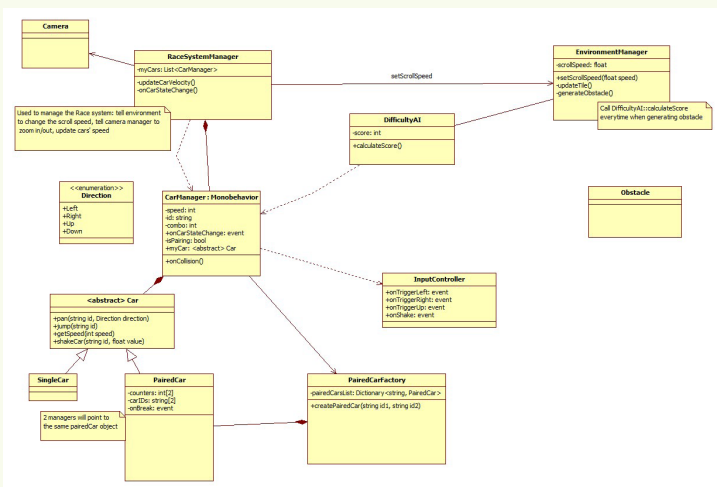
Our programmers have finished designing the core game architecture. This will ensure that each programmer's code will fit properly into the overall schematic of the game. Not only will the code be flexible, but it will able to track player behavior during the game. This will let us analyze player data during playtests, which will help us improve the design of our game.

Next Week

- Finish the first virtual prototype
- Playtest the prototype