

Kit Katriel

Prof. Bertozzi

GDD*211

11 February, 2019

ColOrb Design Doc

Game Concept

The player navigates a square through a maze of color-shifting dots to move on the path of the correct color.

Game Design

There will be a raytracing element that ensures the player can only move on dots that are the right color. There will be a path of these dots (all dots will be prefabs) that will be mainly constant, perhaps only changing between two colors instead of three or four. There will maybe be three or four levels.

Game Task List

1. Make the dots and square.
2. Create color switching script.
3. Create levels.
4. Finish programming.