Design Brief of *(your game name here)*

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# Description

The game involves jumping from platform to platform to find objects like keys (among other objects) to unlock different, more difficult sections to the map, there will also be puzzles to solve (e.g. pressing buttons in the right order.

# Genre

Puzzle Platformer (has Metroid-Vania like elements attached to it)

# Core Game Mechanics

Jumping from platforms

Jump assist (e.g. jetpack)

Finding keys to unlock doors

Item collection

Timed mode

# Hook / Fun Factor

Gaining experience by timing jumps

Finding keys and coins etc

Puzzle solving

# Number of Levels

* 1 level (not including control test)

# Development Time

4 Weeks

# Milestones and Key Dates

* Commencement- 29/04/19
* Core game mechanics completed 19/05/19
* Art asset completion- 23/05/19
* Final product- 27/05/19

# Software Tools

Unreal

Audacity

Maya

GitHub

GIMP

Microsoft Word