Game Design Document for BOMBER RPG

Game core loop is to play levels, get resources, expand home area, unlock more levels.

Stage game loop is to clear obstacles using bombs -> getting powerups -> then beating your enemies. Level completion gives resources to make home area bombs, which are used to expand home area.

The game has additional systems

* Levels progression: new types of enemies, obstacles and power ups
* Character customization: skins for character, bombs
* Couch co-op: second player on the same computer, no need for split screen unless map becomes bigger
* Home area for map exploration: player unlocks more map, can walk around, need to walk to the stage( maybe it’s a cave, o a cloud, depending on the style of the stage)
* Shop/crafting system: to craft skins, materials for bombs, characters. The game should be resource intensive to progress, but fun to replay the same levels, so the levels are hard to beat, and requires some skill improvement.