

Ronald Paris 2D Platformer Design Document

Intro

This design document outlines the design and development process for a 2D platformer game created in Unity. The game is designed as a fast-paced, competitive experience where players race against a timer to complete a challenging course without checkpoints. The game is simple, but I have designed it to be frustrating so as to engage the player.

2. Overview of the Concept

The game revolves around a single-player experience with competitive leaderboard functionality. Players navigate a 2D platformer course designed to test their precision, timing, and patience. The lack of checkpoints heightens the stakes, with every mistake costing you time.

Core Design Goals

1. Create a challenging and rewarding gameplay loop.
 2. Foster a sense of competition through time-based performance tracking.
 3. Emphasize player mastery and learning over multiple playthroughs.
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3. Inspirations

The game draws inspiration from Getting Over It. It's a game known for its simple mechanics, but punishing difficulty. The aesthetic is minimalist, with a bright and colorful palette to offset the intense challenge. The environment features clean lines and contrasting platforms to ensure clarity during gameplay.

4. Gameplay Mechanics

Core Mechanics

1. **Movement:**
 - The player character can run, and jump to navigate platforms.
 - Movement is responsive, with tight controls designed for precision.
2. **Timer:**
 - A timer counts up, because this game is designed for you to compete with friends. Try and see who can get the best score!
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3. No Checkpoints:

- Players must complete each level in one continuous attempt, increasing tension and requiring persistence.

4. Hazards:

- Spikes, fake platforms, and roaming enemies.
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5. Context and Expanded Features

The game is designed as a standalone experience but if possible i would like to expand on it in future by adding a level editor could allow players to design and share their own courses.

6. Requirement Analysis

The following sections outline the MoSCoW requirements for the game's development that I have endeavoured to achieve.

Must Have

1. **Core Movement System:**
 - Implement basic character controls including running, jumping, and collisions.
2. **Timer System:**
 - Develop a functional timer.
3. **Obstacle Interaction:**
 - Create a variety of hazards that respond to player interaction (e.g., spikes causing death).
4. **Collection System:** Allows the player to collect coins and boost their score per level.

Should Have

1. **Physics-Based Elements:**
 - Included hazardous terrain.
2. The entire game is a timed task.

Could Have

1. **Environmental hazards.**
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Structure

1. **Starting Area:**
 - A safe zone for players to familiarize themselves with the controls.
 2. **Intermediate Sections:**
 - Introduce hazards like moving platforms and spikes in controlled environments.
 3. **Final Stretch:**
 - A culmination of all mechanics, with tight jumps and fast reactions required.
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7. Challenges and Considerations

1. **Balancing Difficulty:**
 - The absence of checkpoints can be frustrating. Careful playtesting is required to ensure fairness.
 2. **Replayability:**
 - Designing a course that players feel motivated to retry repeatedly.
 3. **Accessibility:**
 - Options like adjustable controls or alternative color schemes for colorblind players.
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8. Reflection and Future Development

- This is the end of the document. In future, I would like to dedicate more time to it to work on audio cues and such.

By documenting this process, I've identified strengths in my design approach and areas for further development. This reflection will inform my future projects and iterations of this game.
