**Six Tuplets Game Jam – Game Design Document**

**1. Idea outline**

The game will take place on a desert island under threat from an incoming storm. The player must create a shelter from various blocks to survive the storm.

This will be a puzzle game which will increase in difficulty as the levels/rounds go on.

The player does this by moving Tetris-like blocks that fall from the sky, which can be assembled to create a shelter for the player. They collect the right pieces to fill the shape.

The items falling from the sky can help or hinder the player, so they must act quickly to build their shelter while avoiding incorrect pieces.

After a set time frame the storm will come in, and depending on the player’s progress, the previous shelter will leave a foundation for the next one. However, if the player is unsuccessful in building a suitable shelter, they will fail the level.

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**Examples of what the game could be inspired to look like**

**2. The Art Style**

The Game will have a 3D art style in a 2.5D style game.

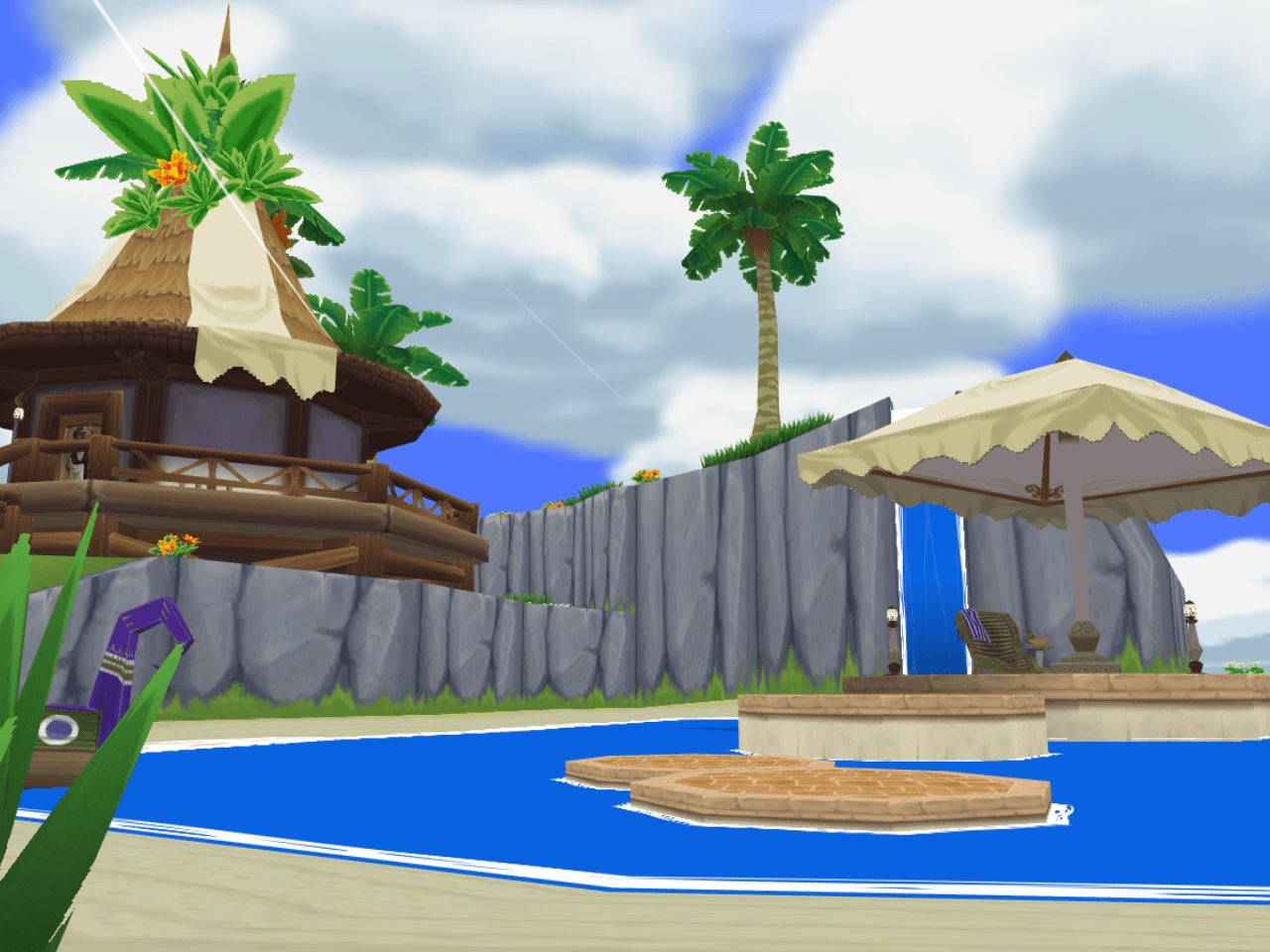
The assets will follow a cartoon/cel-shaded look.

Examples of similar art styles include Legend of Zelda Wind Waker.

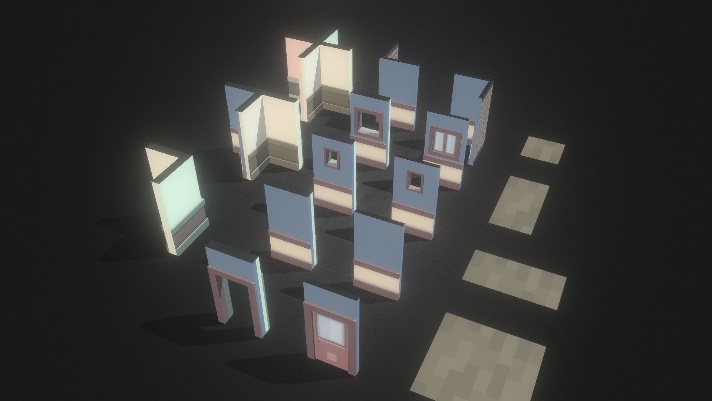
(Subject to change due to artist's preferences)

The Artists will be responsible for creating the various tetris-like pieces that will make up each shelter. Along with that, there will be a player character, along with an island environment.

The style will be low poly and a limited colour pallet.



**Images from Legend of Zelda Wind Waker**



**Example of what fall pieces may be inspired by**

**3. Sound Design**

The Game will have a typically desert island soundtrack.

The music may start calm, before ramping up as the levels go on to build the pressure for the player. (subject to Audio lead’s preferences)

Natural sound effects such as birds and the ocean, as well as the sounds of wood/other materials for the falling objects.