Game Design Document - ETSU Fall 2024

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Simple Game Project Description:

- *"We are working on a simple platformer/shooter style game where the player has to navigate an environment in a first-person shooter format. It's done in a metroidvania format, where the player has to backtrack quite a bit after unlocking new mechanics. The goal of the player is to get out of a larger cave system that they are lost in, and in order to do so, they have to find things such as a physics gun that launches projectiles to move obstacles around, acquire a double jump to cross larger gaps, and so on."*

Primary Objective and Tools for the Player (Mechanics)

- Use the abilities and tools the player has gained over the course of their short journey to ascend and escape the cave that they are trapped in. There is a very bright light in the ceiling, accentuated with god rays and whatnot, that the player will use to escape.
- The player first must learn a double jump in order to progress, this helps them develop movement within the game
- The player uses their double jump skills to acquire a physics gun that can shove some obstacles out of the way, the player uses this to

progress further into the level and solve various puzzles, such as pushing something into place to clear a large gap.
- The player will eventually find a grappling hook they can use to traverse great vertical heights extremely quickly.

Challenges for the Player

- Challenges are presented with challenging the player to navigate complex and difficult obstacles using the tools in their kit. Challenges could include, for example, pushing a large stone into a lava lake that they cannot normally jump across, and combined with their double jump, reach the stone before it melts, then use a grappling hook to clear the rest of the distance.
- There would be no combat against enemy AI; instead, the player is naturally encouraged to explore and master their toolkit to incentivize progression.

Description of the Gameplay

- It is a first-person shooter style metroidvania, where the player navigates a 3d space. The player will have access to a double jump, physics gun, and grappling hook. They will use these tools in different and creative ways to navigate the terrain.
- The grappling hook would allow the player to swing between certain obstacles from preset grapple points. These points would be extremely clear to the player.
- The physics gun launches shrapnel-like projectiles that use kinetic energy to push things around. The grappling hook can also pull objects towards you.
- Optionally, the player could also unlock a dash that can be used both on the ground and in the air. This would require a significantly more difficult path to navigate, requiring the player to demonstrate mastery of the game's mechanics, but also, would make the rest of the game substantially easier to navigate.