1. Game Title

"Blade Dash"

2. Backstory

Set in a mythical ancient world where magic exists, the game follows the journey of a skilled swordsman, Kaito, whose world is besieged by monsters. When Kaito's village is under threat he rises to the occasion to stop them. The player guides Kaito through various challenges to save his village.

3. Characters

Main Character: Kaito

A young and agile swordsman with a mystical blade that can slice through monsters. He wears traditional Japanese warrior attire and has his hair in a samurai ponytail. He has 3 HP

Enemies + special terrain:
Pit Trap: infinite damage, you die
Breakable wall: slashing breaks it

Monsters of various types of varying sizes and abilities.
-Slime:
-HP: 1
-Attacks:
-Jump at slow speed with long charge time, 1 dmg

-Goblin:
-HP:1
-Attacks:
-runs at player and jumps sometimes when appropriate, 1 dmg

4. Gameplay

Gameplay Mechanics
-There will be a simulated joystick in the bottom left
-Tap a button to make Kaito jump (3 tiles high).
-Jump against a wall to wall jump
-Tap a button to make Kaito slash enemies in the direction you are holding.
-Click a button to dash in a direction (refreshes on touching ground, or wall jumping)
-Slashing a breakable wall breaks it
-If hit in mid air, Kaito will be stunned and not be able to lose until he hits the ground and continue in his trajectory or after a certain amount of time passes

Game Flow

       -Players navigate through progressively challenging levels, each with a unique theme.
       -Platforming element will be more difficult as well as the levels progress

Rules of the Game/Victory Conditions

       -Players must avoid obstacles and enemies to reach the end of each level.
       -Levels are completed by reaching the end without losing all lives.
       -There will be three collectibles per stage that are hidden or have a harder path
       -Victory condition: reach the end of the 3rd world and destroy the monster spawner (stationary object that needs to be hit 10 times by the player


5. Game World

       Level Design: A mix of platforms. Biomes change per level
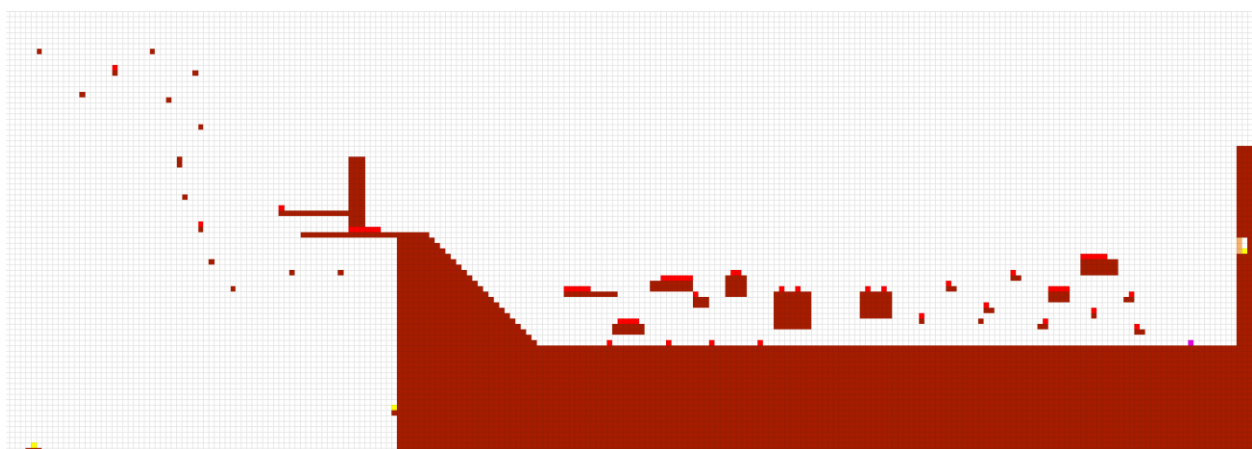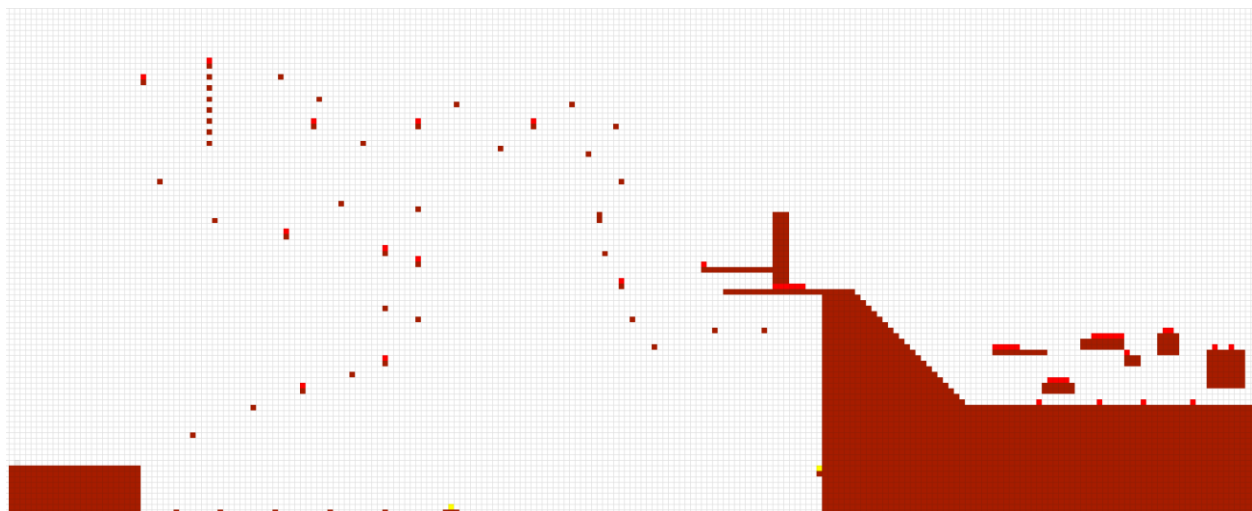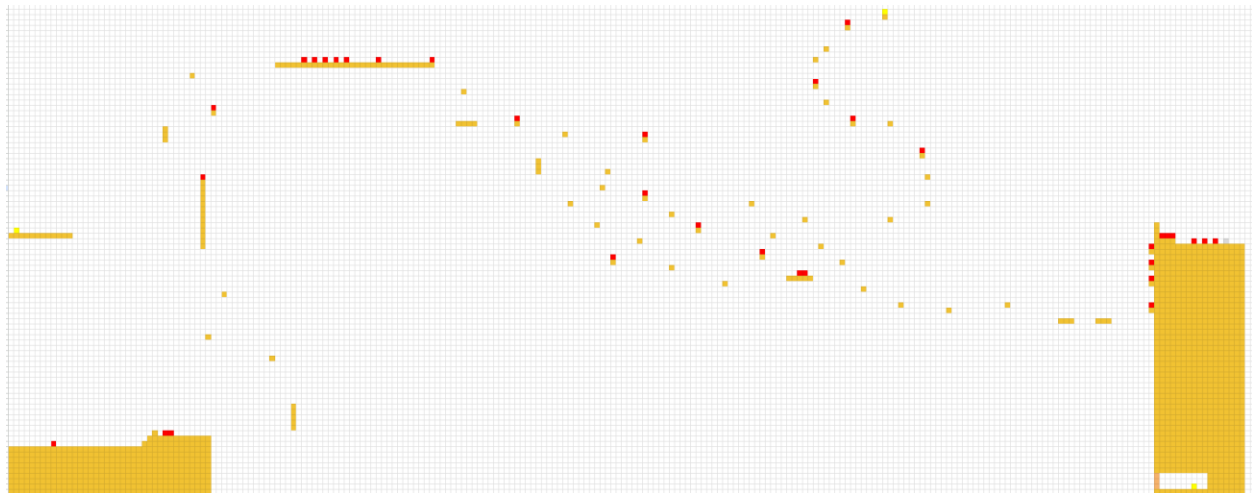

Connections and Navigation: Levels are connected in a linear fashion but offer branching paths for exploration.
       Sample Map/Flow Chart:

Legend:

Grey = start and end
Red = enemies
Yellow = collectible
Orange = breakable wall
Green = Grass block
Brown = Dirt
Black = Pit trap/instant death
Dandelion yellow = sandstone
Burgundy = magma stone
Pink = Monster Spawner
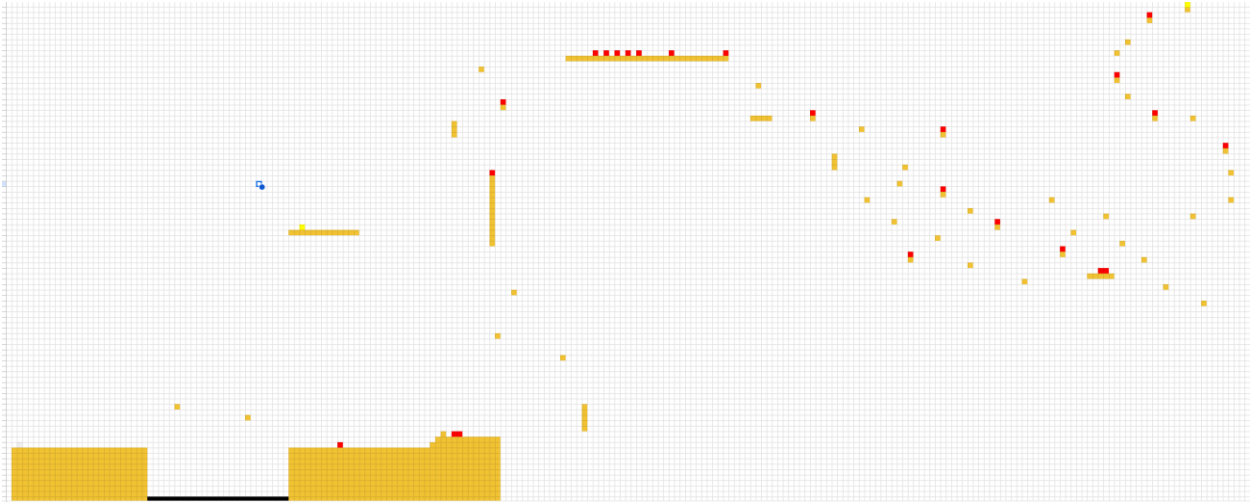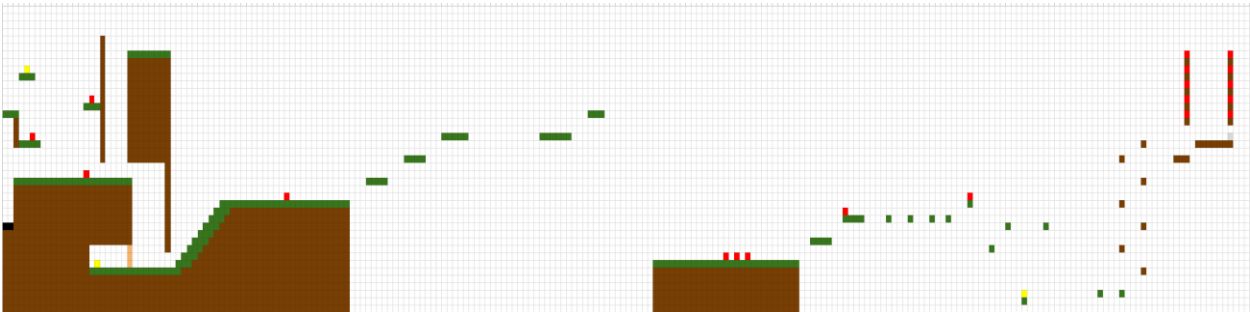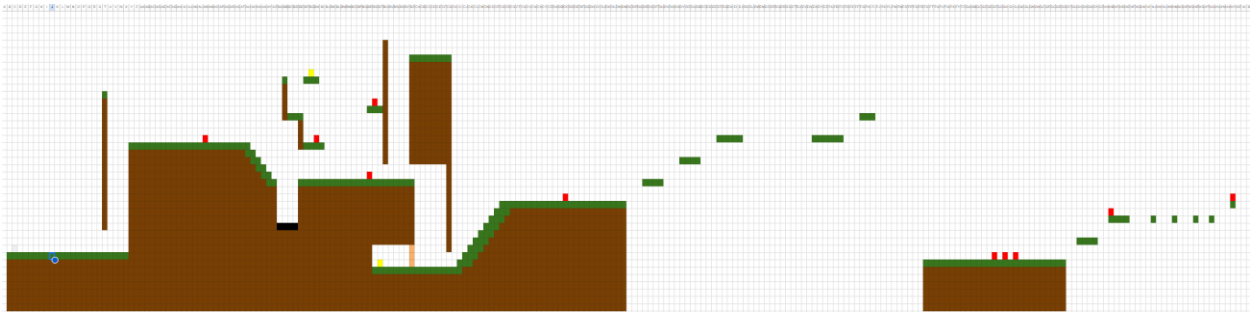
-Each level marked with distinct thematic elements.

6. Bonus Materials

Achievements:

-"Explorer": Collect all collectibles in (a level).

-"Ebenezer Scrooge": Collect all collectibles in every level

-"Veteran": Complete (a level) without losing a life

-"Pro-Gamer": Complete all levels without losing a life.

-"God-Gamer": Complete a level without missing a single slash

-"Pacifist": Complete a level without swinging your sword

Replay Incentives

-Leaderboard for fastest time