Minimal

Game Design Document

Concept:

* + 2D side scroller based around minimalism.
  + Extremely simplistic visuals using basic shapes and solid colours.
  + Puzzle/Action based gameplay set within numerous ‘rooms’. Player must figure out how to progress through these by avoiding obstacles and enemies.
  + Will learn about the concept of minimalism and the lifestyle through the messages presented to them in game - which should hopefully mirror the gameplay itself.
  + The actual quantity of content within the game is the only thing which should not be minimal. We should have the basic ‘campaign/story’ as well as various mini games.

Distribution:

* + Game should be playable on Windows, Mac and web browsers initially. Bring it to mobile afterwards as a port.
  + Either release a portion of the game for free - as a sort of demo - and then charge for the rest of it. Or release the whole package for free, still undecided.
  + Host the release on our own website where we could allow people to download it. Additionally we could try to get the game on steam through the green light program.

Campaign/Story Ideas:

* + Build various ‘rooms’ around the quotes based on the minimalism ideology. Each of these should be converted into a gameplay feature/challenge that mirrors the point these are trying to convey.
  + Possibility of hidden text within rooms to give the player hints or extra information. Colour of the text would be the same as the background in the given room, uncovered by placing an object of a different colour behind it.
  + Building on the previous idea - We could also reveal hidden paths/ways to progress by inverting the colour scheme of the room, displaying objects that previously blended with the background.
  + Possibility for the player to control multiple objects/characters at the same time. Or have the option to switch between them at will to assist in solving puzzles.
  + Player could have the ability to manipulate themselves and/or the world around them. Changing gravity, resizing themselves, slowing down or freezing time completely. These abilities could be dependant on the object/character the player is currently using as mentioned in the last point.
  + Various basic platformer/adventure game components should also be present. Multiple enemy types, obstacles, projectiles, buttons to unlock doors, moving platforms, portals, etc. Need to research games of a similar genre to see what the main expected features may be.

Mini Game Ideas:

* + To be decided at a later time. Although these should include typical time killer pick up and play game types such as endless runners or wave defence. Like the idea of a possible level editor/creator if we can figure out how to implement it.m