Game Design Document

# Team Members

Owen: Music/Sound Lead  
Arya: Art Lead

Turin: Producer

Frank: ???

Thomas: Tech Lead

# Game Overview

## High Concept (Elevator Pitch)

The year is 2020, one day while at work, an experiment goes wrong, a great “evil” from the past is invading. This evil wrecks everything around you, and it’s next goal is Earth, you must stop it by travelling back through the ages before it gets too strong.

## Game Summary

A platformer through time, travelling back into the past until you find and destroy an ancient evil. Multiple levels, screens, and a simple dash mechanic to get the character around easier.

# Gameplay

## First Minutes

Start in an exploded lab after an experiment goes wrong, text explains what happened.

## Game Flow

You start in a lab, and go back through time and back through different eras, each getting harder as time goes on, with optional puzzles along the way to attack the evil.

## Victory/Lose Conditions

Win: save Earth from the evil after completing puzzles throughout the game

Lose: health is drained, you die

Long term lose: the evil destroys the world

# Target Audience

E10+