Game Document – 2nd BrainGame(LostSoul)

ID737001 Game Development

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Coin Collector: Parallax Adventure

## Core Concept

The player is placed in a vibrant, side-scrolling 2D world with parallax backgrounds. The primary goal is to jump across platforms and collect 7. The game emphasizes fluid movement and the joy of collecting items, creating an engaging and straightforward gameplay loop.

## Design Pillars

Platforming

Accessibility

Collecting

Visual Appeal

## Level Design

Single Continuous Level:

The game features a single, continuous level.

Colour Theme:

Gloom and dark colours dominate the landscape, with each section having a distinct theme to keep the environment visually interesting.

### Environment Sections:

Forest theme: with Dark and gloomy aesthetic.

Main Features and Mechanics

Parallax Scrolling: Multiple background layers move at different speeds to create a sense of depth.

Jumping and Platforming: Smooth and responsive jumping mechanics allowing for double jumps and wall jumps.

Collecting Coins: Coins are scattered throughout the level, rewarding exploration and skillful navigation.

Obstacles and Enemies: Varied obstacles like spikes, moving platforms, and enemies that the player must avoid or defeat.

## Target Platform and Audience

Platform: Windows / PC application

Unity Version: 2022.3.20f1

Audience: Casual gamers of all ages

## Interface and Control

2D Side-Scrolling: The game is played from a side view with the character moving from left to right.

### Keyboard Inputs:

Movement: Arrow Keys or WASD

Jump: Up Arrow key

Double Jump: Double tap Up Arrow (W)

## Basic Story:

Premise: You embody an adventurous character on a mission to retrieve 7 coins in exchange for reclaiming their lost soul. Setting: A vibrant, ever-changing landscape filled with platforms, enemies, and hidden secrets.

Character: A soul with no colour reminds, he needs to retrieve his colour, by gaining his soul back.

## Visual Style

Pixel Art: Utilizing free-to-use pixel art tile sets.

Resolution: 32x32 px tile sets for crisp visuals.

Backgrounds: Parallax backgrounds with layers moving at different speeds to create depth.

## Audio Style

Soundtrack: Upbeat and catchy chiptune music that matches the fast-paced action.

Sound Effects: Arcade-like sounds for jumping, collecting coins, and interactions with obstacles.

## Narrative:

World Setting:

A dark forest with heavy fog and twinkling firefly as light.

Background Story:

This is part of an unknown realm to you.