

Game Design Document

Team Members

Andrew K. (Game Design Lead/ Sound Design)

Carson S. (Sound Design Lead/*Producer/*Game Director)

Tyler D. (Tech Lead/Stage Design)

Nicholas S. (Stage Design/*Producer/*Game Director)

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* “Nick and Carson share the Game Director role, and the Producer role.”

Game Overview

High Concept (Elevator Pitch)

(insert name of game) is a 2d puzzle platformer with a unique mechanic that makes your character go back in time by ~1 second to while maintaining your velocity before you use your ability. Allowing you to build up your velocity using other vectors like gravity to propel you in any direction the user chooses.

Game Summary

It's A 2d platformer (open world or left to right like mario) with action packed gameplay with puzzles at the end of each level to challenge the player to think outside the box. Once you complete the puzzle you will then continue onto the next level. The puzzles at the end of each level will scale in difficulty the higher you go the harder the maps will be to scale and the puzzles will get more challenging

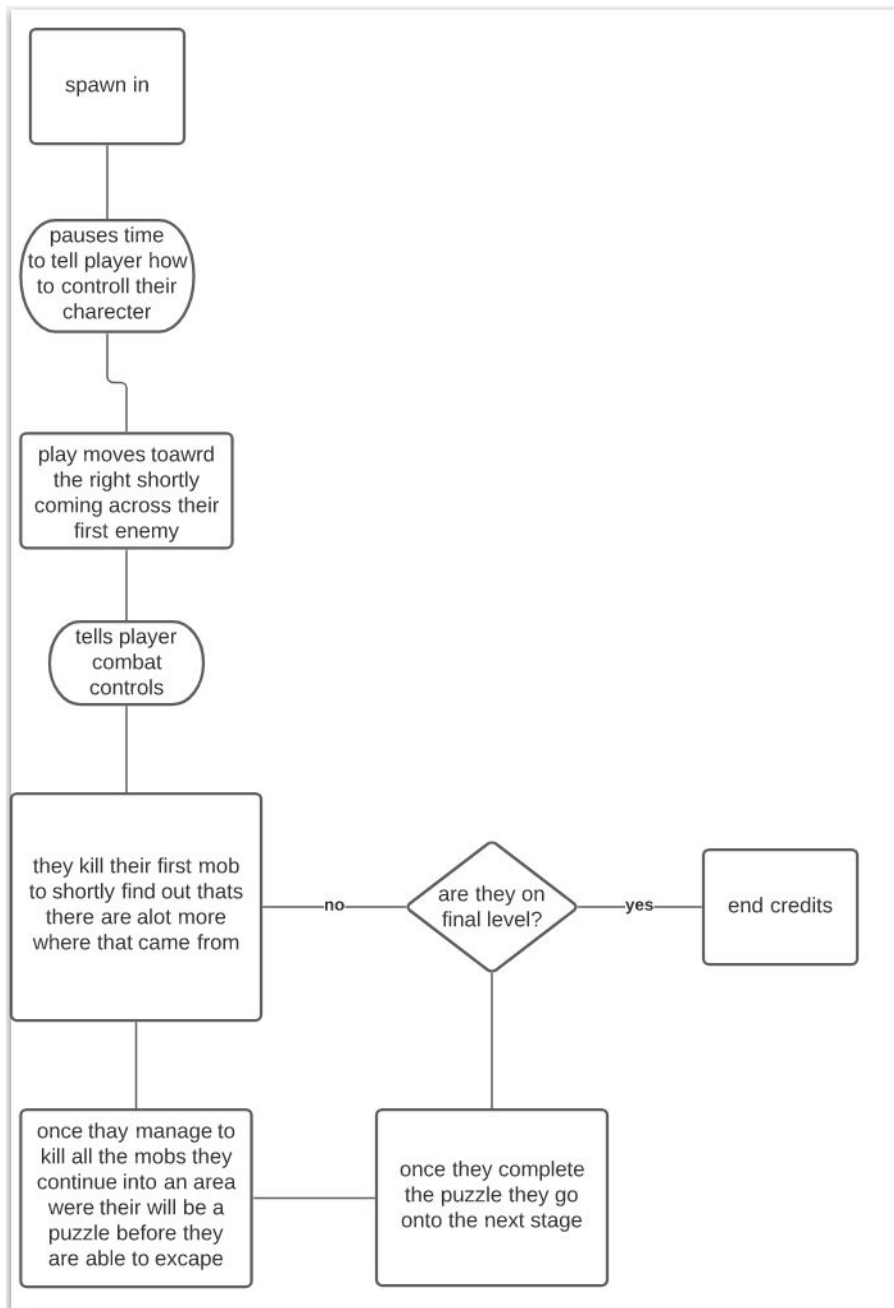
Gameplay

First Minutes

The first couple of minutes should be the player figuring out the basic and more advanced mechanics to guide the player on how the game will advance going forward. The player has a not

so laid back and is kind of just dropped into the experience with explanations of controls and explanations on advanced mechanics while time freezes so they can read without worry.

Game Flow



Victory/Lose Conditions

You lose if you fall in a pit or get hit by an enemy.(you will just be reset to the beginning of that level)

You win when you get to the end of all the stages.

Target Audience

2d platform,action,puzzle

steam tags: 2D platformer,Action,Singleplayer,Puzzle,Time Travel,Indie,8 bit music.

Trello link: <https://trello.com/b/fo0zmxVT/gamejam-project-1>