Game Design Document

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# Game Overview

This game is a 3D puzzle/platformer.

# Game Description

The main challenge of this game will be solving the puzzles on each floor as you climb your way up to the top of the “Puzzle Tower” *(tower name not final)*. The reason someone would play this game is to have fun solving the puzzles.

# Gameplay Mechanics

It will be a pc game. The controller will be keyboard & mouse or gamepad with at least 4 buttons used. There will be some block pushing puzzles that may require gravity physics to solve

# Story

Narrator character tells you that you have been locked in the “Puzzle Tower” and need to solve the puzzles to escape.

Character(s)

* Narrator/Tutorial guide – cuboid that introduces the story, teaches basic controls, and shows off basic puzzles to the player
* You control a/some cuboid character(s) whose name(s) is/are still to be determined.
* Character that locked cuboid(s) in the tower

# Game World

The puzzle tower is the main area. Would like to have challenge areas with tougher puzzles that act as shortcuts/ alternate paths up the tower.

# Expansion

* 4 character team of cuboids to tackle the puzzles, each with a unique skill. Should be able to switch to them at any time (switch mechanics based upon the Nintendo GameCube games Sonic Heroes, X-Men Legends, and Fantastic Four).
* A final boss of some sort, no concepts designed at this time.
* As mentioned in the game world section I would like to add shortcuts or alternate routes so multiple playthroughs can be different from each other, and maybe separate areas like a city or field to explore for more puzzle variety