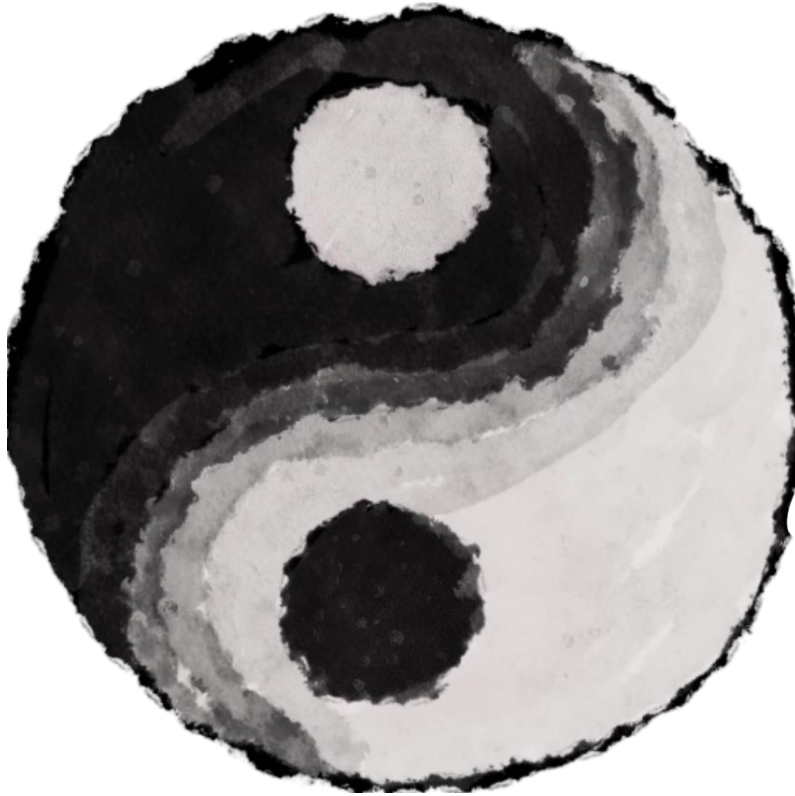


(Overwhirl Game Design Document)



*'It's not just fast, it's Overwhirl'* – Collin T.

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## Game Development Team Members

### PRODUCER

Collin Trump

### PRODUCTION MANAGER

Collin Trump

### PRODUCTION COORDINATOR

Collin Trump

### GAME DESIGNERS

Collin Trump

### SYSTEMS/IT COORDINATOR

Collin Trump

### PROGRAMMERS

Collin Trump

### TECHNICAL ARTISTS

Collin Trump

### AUDIO ENGINEERS

Collin Trump

### UX TESTERS

Collin Trump

# 1 Game Overview

Title: Overwhirl

Platform: PC Standalone

Genre: Runner, Platformer (Based on Geometry Dash)

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: TBA

Publisher: N/A

Description: Overwhirl is a fast-paced obstacle dodging runner game. The player is a customizable wheel that barrels down a road and must avoid getting hit by spikes. There are three difficulty levels ranging from Normal, to Moderate, to Overwhirl. Each difficulty increase will result in an increase in speed at which the player moves.

## 2 High Concept / Genre

## 3 Unique Selling Points

## 4 Platform Minimum Requirements

## 5 Competitors / Similar Titles

## 6 Synopsis

## 7 Game Objectives

Objective: Survive to the end of the level without dying to spikes.

## 8 Game Rules

## 9 Game Structure

## 10 Game Play

### 10.1 Game Controls

- Use spacebar to jump over spikes.

## 10.2 Game Camera

### 10.2.1 HUD

### 10.2.2 Maps

## 11 Players

### 11.1 Characters

### 11.2 Metrics

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### 11.4 Weapons

## 12 Player Line-up

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#### 13.1.1 Enemy States

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## 14.1 Setting

## 14.2 Level Design

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## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

# 17 Bibliography

### Assets Used:

- My own graphics.
- My own audio creations.
- My own scripts with assists from YouTube Tutorials:
  - Animation/Controls - <https://youtu.be/hkaysu1Z-N8>
  - Coin Pickup - <https://youtu.be/INXDK8a75l0>
  - Sounds - <https://youtu.be/8pFlnyfRfRc>