<Puzzle game>

(not final title)



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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- “Black and White”, Very minimalistic.

- In the actual mazes with some “outside” elements.

- Platform/Puzzle game

## Core Gameplay Mechanics Brief

- Solving puzzles to continue through levels.

- Currency collecting system.

- If player dies, reset all progress.

## Targeted platforms

- PC (Windows/Mac)

## Monetization model (Brief/Document)

- Free, no micro transactions or ads

## Influences (Brief)

### - <Antichamber>

- <Steam Game> (Television, Games, Literature, Movies, etc.)

- /solving puzzles to complete levels, the map and levels are corridors, similar to a maze/

### - <Portal >

- <Steam Game> (Television, Games, Literature, Movies, etc.)

- /solving puzzles to complete levels, using the portal gun mechanics to figure out a solution/

## The elevator Pitch

“A 2D-3D puzzle driven platformer game”

## 

## Project Description (Brief):

My game is a unity based 2D-3D puzzle platformer, The objective is to reach the set score, points are earned by solving puzzles. The game will take place in a space like environment, with platforms floating in the atmosphere creating a pathway to each different puzzle. There will be various set-backs throughout the game, various traps, potentially “miss-leading” tutorial info, 1 life per play through etc.

My goal is to have every element of the game challenging, not just the puzzles, I want to make getting from location to location difficult. The game will include all sorts of different puzzles, puzzles including numbers, shapes, logic, etc.

# What sets this project apart?

- There is no room for mistakes, a death is a new game

- Can switch perspective from 2D to 3D

- High “Risk/Reward” factor

- A game that doesn’t “favour” the player

## Core Gameplay Mechanics (Detailed)

### - <Puzzles>

- <Details>

/Puzzles are about 75% of this game, Solving puzzles are what earn you points, points are what help you progress and eventually complete the game./

- <How it works>

/Once you reach a point in the map, it will randomly choose a puzzle from a list of all the puzzles, it may be difficult, but it could also be very easy, if you successfully complete a puzzle, you will earn 1 or more points depending on the difficulty of the puzzle./

### - <Score System

- <Details>

/The scoring system is pretty simple and quite similar to other games out there with score counting, to complete the game you have to earn a minimum score. /

- <How it works>

/The main way to collect score is by completing the challengers throughout the game, with the odd freebie, the amount of score required to be able to complete the game is not set yet, but it should take at least 10 puzzle/challenges worth. /

### - <Death-System>

- <Details>

/The Death system is also fairly simple, when your character dies, you are set back quite a bit, The idea is to reset you completely, but may also have it so your points are kept but your character is placed at the beginning of the game./

- <How it works>

/In this game death is supposed to be a big deal, some games allow you to “respawn” with little to no consequences, but in my game I want it to be something that must be avoided, Some challenges may result in death, along with other “traps” and such throughout the game/

# Gameplay

## Gameplay (Brief)

<A 3D-2D game which you must complete challenges and puzzles to progress>

## Gameplay (Detailed)

My game is going to be a 2D-3D platformer game, the core gameplay will revolve around completing different challenges and puzzles. A mechanic I want to introduce is the ability to switch perspectives from 3D to 2D, I think that will add a unique element to be able to change your view as needed. The scoring system is what helps take the completion of challenges and translates it toward game completion, the puzzles may or may not be easy and short, you will get a random puzzle from the list each time, and your first puzzle may be very simple, or very complex. In my game I want character death to be something you must avoid, I want death to have very major setbacks or even resetting everything, sort of like a perma-death. The styling in my game is going to be very minimalistic and simple, this game won’t be based on stunning graphics, or an interesting story line.