That Game

Design Document

**Visual style**

Low-poly minimalism

Color palette is mostly bright

Props look artificial, but characters should feel like alive

**Player control**

Character is human

Camera – 3rd person view (independent of character rotation)

WASD – walk or change character rotation mid-air

Space – jump

**Basic gameplay**

During the game player has to avoid obstacles and enemies

And the goal of the game is to collect all “coins”, set all the traps and not to get catched

**Sound design**

Music +

Body moves and interactions +

**VFX**

Minimal

**User interface**

Only nescesarry things (e.g. timer)

Minimalistic menu

**Gameplay progress**

Through levels obstacles become harder to avoid

Player needs to be faster and smarter to set traps and not to be catched

Some missions have timer

**Features**

Some missions give player extra abilities (e.g. wall jump, climbing)

**Lore**

Main character is a show man named Boris. He was famous for toilet humor on local TV. And now he works as an actor in TV series for kids. His role is the bad guy setting traps and making acts of sabotage to the good guys. He’s not really enjoying this job, but his sense of humor makes him a star of this show. Boris is respected by the director and colleagues, so the atmosphere of communication is in his hands. Most parts of scenario become more powerful with his improvisations. Although their sponsor is always angry because of the bills issued by Boris. People are afraid of losing their job, so they make a tiny pressure on Boris in small talks. It’s becoming harder to generate jokes, because everything looks cheap and similar. Boris is tired of an unpromising career. He’s going to risk it and make the show great.

**Level design**

1. Basic movement training (backstage)
   1. Straight field
   2. Obstacle to jump over
   3. Trap net to set
   4. Trap net to avoid

**Timeline**