One-page design document

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## Game Identity / Mantra:

List your single sentence description of the game that you will use to guide design decisions. (Example: *Stylized action platformer about a meatball fighting the dinner table.)*

Mindtwisting puzzle game about helping scientists learn to control a singel robot in multiple dimensions.

## Design Pillars:

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. (Example: *Fast. Action-packed. Mayhem.*)   
Exploration, thoughtful and happy to solve the puzzles.

## Genre/Story/Mechanics Summary:

List what the game is from a gameplay and/or story perspective. (Example: *This game uses a unique swinging rope mechanic to tell a story about what it means to be a meatball...*)  
This is a puzzle game where the player control two robots at the same time, both robots has its own third person camera behind them.

Both move forward and backward simultaneously, but left and right is reversed. The robots can also be scaled in size to get past obstacles.

## Features:

List the cool features or unique elements that you want to include in your game.

The ability to scale up and down immensely. And play multiple reversed character at the same time.

## Interface:

List the player input method, the controls, and how the player interacts with your game.

Mouse and keyboard. WASD movement, Q scale down, E scale up.

## Art Style:

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

* To be decided

## Music/Sound:

Include links to music and sound design similar to What you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

* To be decided

## Development Roadmap / Launch Criteria:

**Platform:** WebGL **Audience:** any aged boy or girl who like solving puzzles

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| **Milestone 1:** Mechanics complete - 24/05/23  **Milestone 2:** Boss fights complete - 0/0/00  **Milestone 3:** Levels complete - 25/05/23 | **Milestone 4:** Polish complete - 0/0/00  ---------------------------  **Launch Day:** 0/0/00 |