Game Design doc for 2D Side scrolling platform in MDA framework

Discussing Mario Brothers. By Nintendo

MDA

Story:

Mario starts off as a plumber when Bowser captures Princess Peach and Mario has to save Princess Peach.

* Mechanics

Rules that make a game

* Time Limit- Option to show a Bar indicating the Time Left.
* Score
* Item Counter
* Level Score
* Powerups
* Star-invincibility
* Fire Flower
* Ice Powerup
* Obstacles
* Lava
* Bosses
* Enemy AI
* NPCS
* Goal- You win condition
* Lose condition
* Walking
* Running
* Jump
* Jumping into Bricks from the bottom to Destroy them

Dynamics:

* Moving through the level as fast a possible for a good timing result.
* Jumping on top of Enemies destroys them, providing points.
* Players progress through the level to collect items and avoid obstacles.

Aesthetics:

Art

* Background
* Endlessly Scrolling Clouds

Sprites

Characters

* Luigi
* Toad
* Mario
* Peach
* Bowser

Animation

* Characters are all animated.
* Idle, Walk, Run animations.

Music

* The music is an upbeat style. An example is the Super Mario Bros. Theme song.
* More intense song when there’s a boss

Sound Effects

* Jump Sound FX
* Hits the Bricks from the bottom by jumping
* Throws a Fireball.
* Collects a Powerup.
* Collects a coin

Visual Effect (VFX)

* Rainbow Effect for invincibility Star Powerup.
* Size/Scale: Growth of the character on Mushroom Pickup.
* Sparkle on Collecting a Coin.