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

Story: A man is in a cavern all alone with his wolf by his side, when someone he use to know comes in a calls his name. The person that calls his name tells him that someone captured the princess.

MDA

Mechanics:

rules that make the game

* Time Limit
* Coin counter
* Jump
* Score
* Level
* Obstacles
* Enemy AI
* Goals
* Lose condition
* Walking
* Running
* Jumping
* Jumping into blocks from the bottom to destroy them
* Powerups

An additional powerup TBD (to be determined)

Star- invincibility

Dynamics:

* Jumping on top of the enemies to destroy them
* Player progress through the level and avoid objects
* Moving through level as fast as possible to get a good timing

Aesthetics:

* Background/backgrounds

Sprites

Characters

Items

Cloud

Floor

Walk

Idle

Run

Music

* TBD
* Anime fighting music

Sound effects

* Throws an object
* Collects a powerup
* Collects a coin

Visual effects

* Rainbow effect for invicibility Star Powerup
* Size/scale: growth of the character on mushroom Pickup
* Sparkle on Collecting a Coin
* Particles sparkle effect

Animation