* Overview and vision statement
* Audience, platform, and marketing
* Gameplay
  + Movimenti wasd e frecce (+ controller), Run e Walk
  + Lettere “finte”, cadono/scompaiono
  + Pericoli: macchie inchiostro e spuntoni (?)
  + Jump, DoubleJump, salto a muro
  + WallGrappling
  + Slide (Tag + event manager) (solo in corsa)
  + ObliqueSliding
  + Crunch (capriola)
  + Dash
  + Crouching (accovaciarsi)
  + Frenata (con capriola in aria quando cambia la direzione del movimento - sonic )
  + Attento alla testa (?) – (testa goccia, particolarmente fragile ...)
  + Trampolino omni sulle O/o
  + Trampolino laterale B,D,P
  + Trampolino sopra e
  + Acrobazie punti, più acrobazie fai più stelline prendi
  + Se torni indietro nel livello non puoi più fare punti (Es: se vai a destra nel livello, se torni a sinistra non puoi più fare punti)
  + Cooldown per il dash nella vita, ma ne ha infiniti
  + Stamina (cooldown) per l’arrampicata
  + Percorso a collezionabili in modo che le mappe abbiano un modo “perfetto” di essere passate
  + Se fa il crouch non può fare il dash
  + Se è accucciato non può saltare
  + Acrobazie che permettono movimenti specifici necessari per raccogliere i vari collezionabili in posizioni “difficili”
  + Punti sulla percentuale di collezionabili prese con un timer per ogni stella: ogni volta che scade un timer perdi una stella
* Characters (if applicable)
  + stickman
* Story (if applicable)
* World (if applicable)
  + Pagine di giornali reali
  + Suddivisione a Livelli
  + Lettere di dimensioni diverse
  + Salti tra box e lettere
  + Bianco e nero con macchie colorate (possibile mix colori)
  + 2d platformer
* Media list

**Overview and Vision Statement**

Reading the news has never been so funny! Play as a stickman doing unbelievable stunts jumping from one letter to another inside a newspaper page. Parkour News is a parkour 2D platform game where the goal is to perform as many tricks as possible, get points doing it, and reach the end of the page alive. You can jump, flip, crawl and slide on the big letters of the titles, and run above the columns of text or the boxes in the page, but be aware to not finish in a dangerous zone or you will have to restart!

**Audience, platform, and marketing**

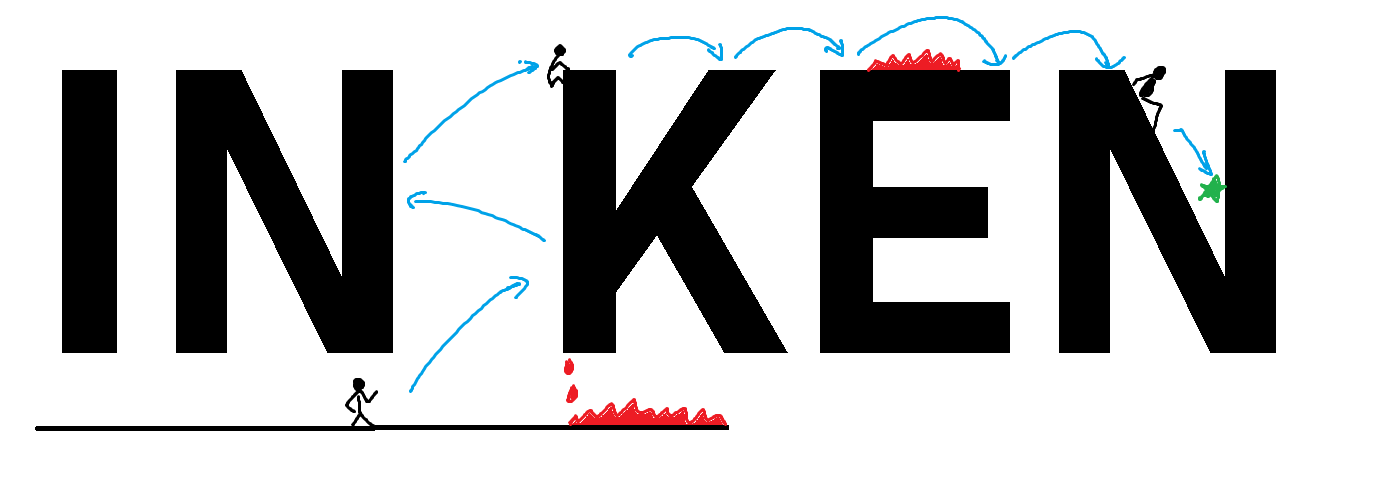
|  |  |
| --- | --- |
| **Genre** | 2D Platformer  Level Based  Side Scroller |
| **Platform** | Pc |
| **Market Analysis** | Type Rider  Super Meat Boy |

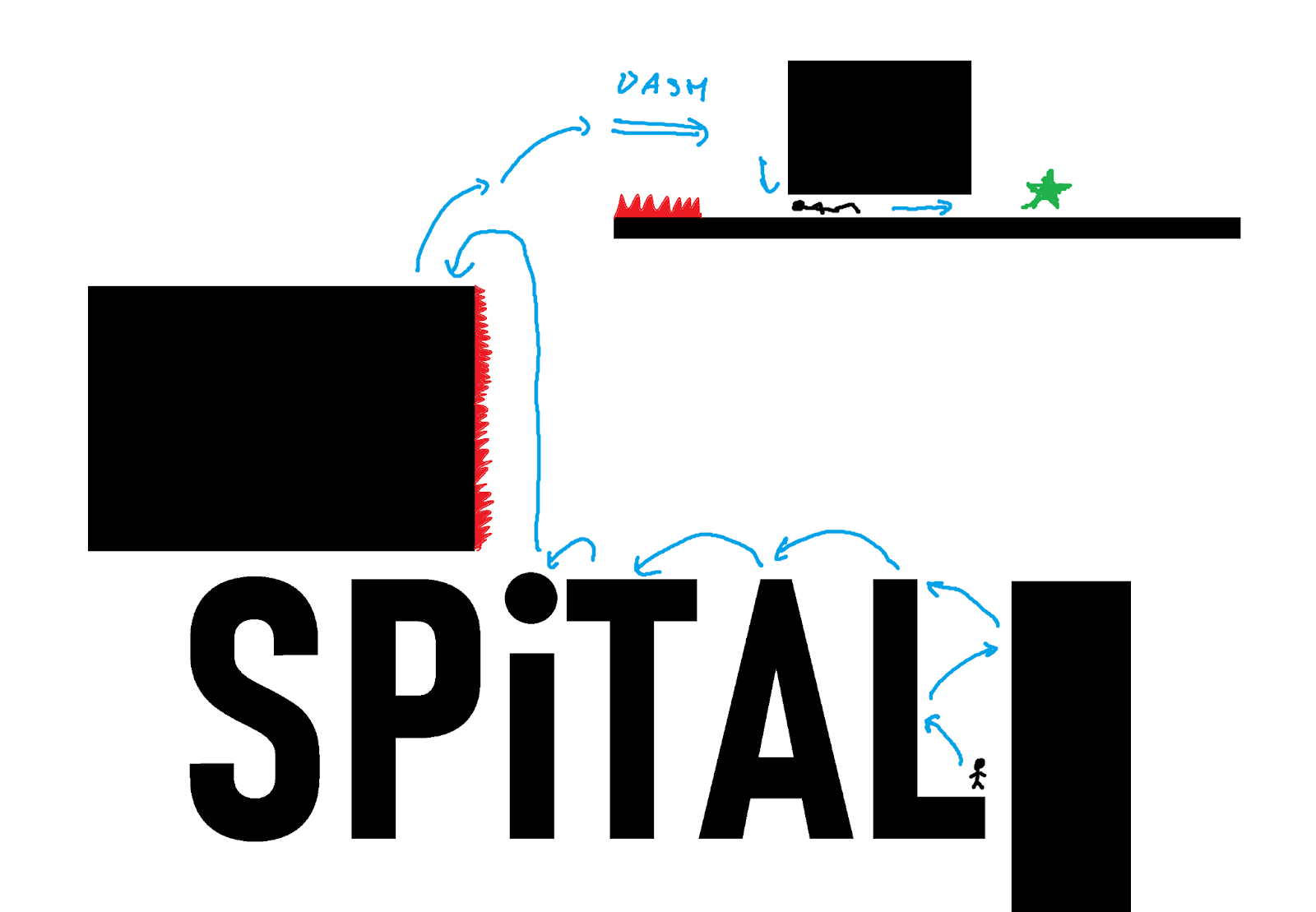
**Gameplay**

The main gameplay consists in being a stickman that has to move on a map where the solid surfaces are letters and the player has to find a way to proceed in the map in order to reach a final object. The stimulating part of this is guaranteed by the fact that passing the map is not trivial, the player has to find a way to pass an obstacle and it is not trivial, with the difficulty increased level by level.

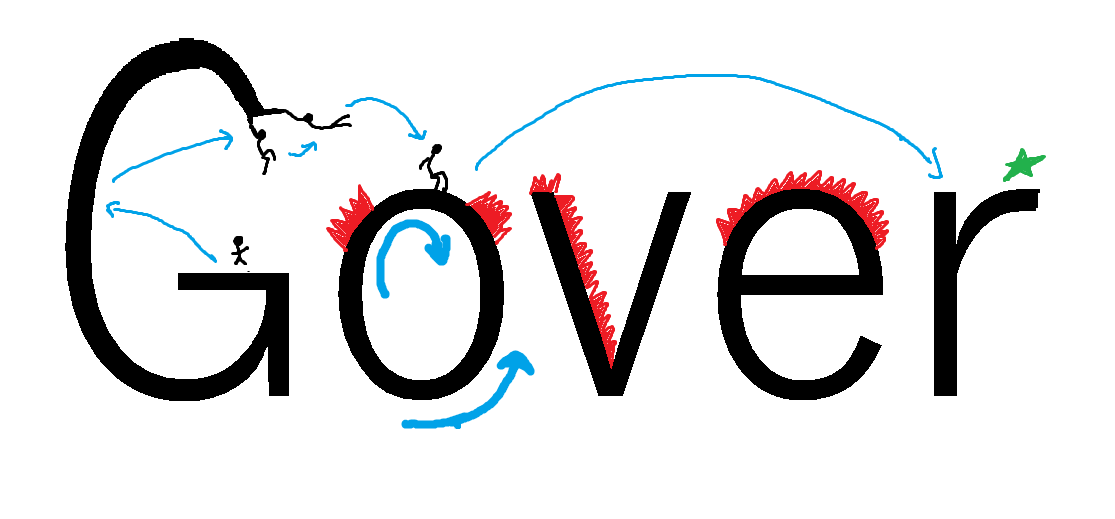
There are three main dynamics that push the action of the player:

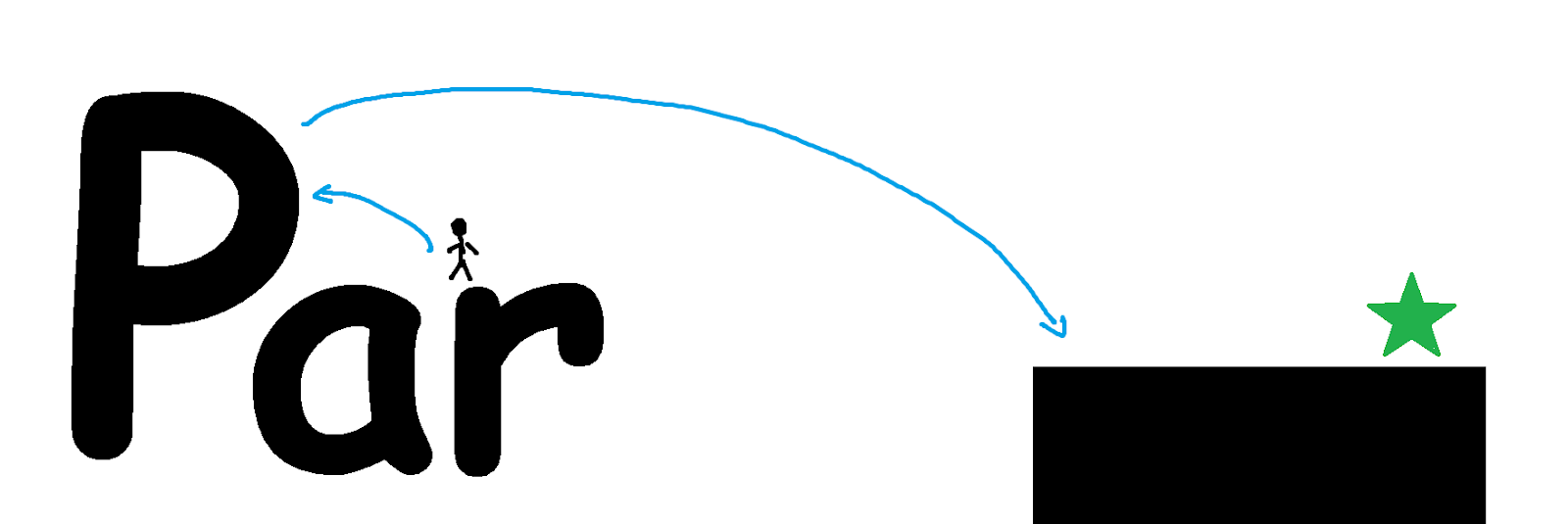
1. **find a correct set of actions to pass the level**

In order to increase the dynamicity of the map there are some elements that can help or hinder the player in doing his actions.

As obstacles there are falling drops from the above objects and spines on the ground that kills the character if it touches them, every **dangerous object is red,** in this way they are always recognizable. Also on the map almost every round surface is an object that can give the player a bouncing effect that can be useful to pass the map as shown in the image below for the “i”, which the player can use to reach the above surface, otherwise impossible.

This is also valid for bigger round object like the “O” which can be also rotating in order to increase the difficulty as shown below

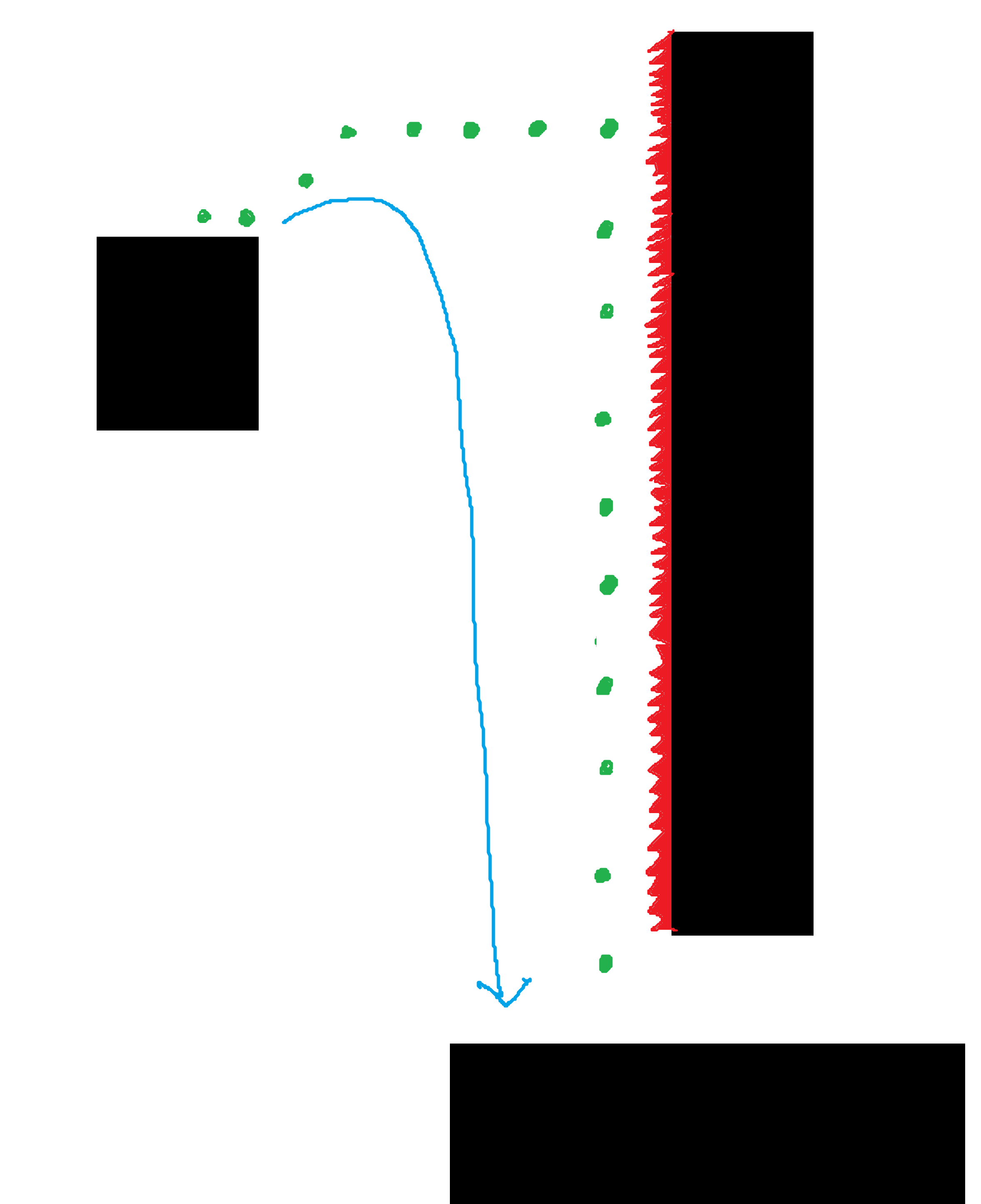
The bouncing is also possible for “P” or “B” that gives just lateral forces but useful anyway.



1. **Follow the perfect path in order to get the maximum score**

In the maps there are some collectibles that suggest the right path that the player has to follow in order to get the maximum score, the score that the player gets at the end of a level is the percentage of collectibles that the player has collected during the level.

The player could pass the level even without getting any collectible, they are useful only for the sore, to give the player the possibility to verify his improvement in the same level and to increase his skills in the game.

  
  
The image on the right is an example of gameplay where the player can choose to follow a personal path (much easier) or the perfect path in order to collect all the collectibles, the higher is the percentage of the collectibles on the total the player gets, the higher is the total score in the end.   
In order to move in such a specific way in the air they have been inserted specific commands that will be showed in the section below.  
The maps are designed on the perfect sequence of moves that the player has to perform in order to get all the coins, but obviously they allow also more free movements as the blue path in the image shows so to be approachable also to players with less experience

1. **Pass a piece of map before it is cancelled**

There is also a temporal limit, the player can stay on a determined surface until it is cancelled by a red sinusoidal line that with a constant velocity reaches the various surfaces in the map deactivating them.