Moon Voyage GDD

One Pager

**Game Identity / Mantra:**

Hand drawn skill based 2D platformer about a dango who helps restore the shine of stars that have fallen from the sky.

**Design Pillars:**

Cute, Whimsical, Empowering?/hard?

**Genre/Story/Mechanics Summary:**

2D Platformer where you bring Stars back to the sky. They each struggle to get back because of different reasons. You help them overcome their problems and in return they grant you their powers to help you on your journey.

**Features:**

Focus on wholesome/feel good narrative as well as tight and fun platforming

Core gameplay features: jump, dash, hover, sticky surface, grappling hook

Other features: saving, main menu, pause menu

Setting features: Egocentric cursor/Free cursor, Audio adjustments

**Interface:**

Basic Movement: A, move left; D, move right; Space, Jump;

Power-ups: Mouse 1, dash, hover, stick, grappling hook;

**Art Style:**

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

**Music/Sound:**

5 genres, ~6 Original Soundtracks

**Development Roadmap / Launch Criteria:**

Go to Gantt Diagram