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Note: Reference images used for flavour only, not actual gameplay footage

**Project “Title”**

**Game Design Document**

**Document created by Garrett Miller**

# Game Overview

## Game Summary

## What is the Game Genre?

* Single-player, 2D platformer, Interactive adventure

## What is the Player Experience?

## What is the Game’s Theme?

## Who is the Target Audience?

## What is the Setting?

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## What are the technical details?

* Developed using Unity with C#
* Controls with keyboard

## [BRAINSTORM] Game title ideas

## When will it launch?

# 

# Camera, Character and Controls

**Camera:**

* This game uses Cinemachine 2D camera that follows the player around the level.

**Character:**

**Controls:**

* This game will be using the keyboard alone. The arrow keys will be used to move the player as well as other keys for interaction.

# 30 Seconds Of Gameplay

**Context / Setup:**

**Player Actions:**

# Gameplay Features

## Movement

## Character Traits and Progression

## World and Level Creation

## Inventory and Loot

# User Interface

## GamePlay User Interface

# 

# Story and Theme

## Our Hero

## Our Villain(depends on story chosen)

## Our Struggle and Objective

## Our Call To Action And Motivation

**Story Flow For Prototype House Level**

**Level Overview:**

**Main Level Beats:**

**Story and Dialogue Flow:**

# [Brainstorm] Silly Ideas / Funny Stuff

## Tools, Plugins, Asset Store Ideas