

[Game Title Placeholder]  
Game Design Document Draft

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# Contents

<b>1</b>	<b>Game Development Team Members</b>	<b>3</b>
<b>2</b>	<b>Objective</b>	<b>3</b>
<b>3</b>	<b>Genre</b>	<b>4</b>
3.1	Inspiration . . . . .	4
<b>4</b>	<b>Controls</b>	<b>4</b>
<b>5</b>	<b>Bibliography</b>	<b>4</b>
5.1	Scripts . . . . .	4
5.2	Art . . . . .	4
5.3	Music . . . . .	4
<b>6</b>	<b>Wishlist</b>	<b>5</b>

# 1 Game Development Team Members

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## **PRODUCER**

Michael Grimsley

## **PRODUCTION MANAGER**

Michael Grimsley

## **PRODUCTION COORDINATOR**

Michael Grimsley

## **GAME DESIGNER**

Michael Grimsley

## **SYSTEMS/IT COORDINATOR**

Michael Grimsley

## **PROGRAMMER**

Michael Grimsley

## **TECHNICAL ARTIST**

Michael Grimsley

## **AUDIO ENGINEER**

Michael Grimsley

## **UX TESTER**

Michael Grimsley

# 2 Objective

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Navigate levels by avoiding obstacles such as spikes, lava, and arrow projectiles. The end of each level is marked by a door. The player begins the game with 3 lives. Contact with a dangerous obstacle will result in the loss a life and spawn the player at the beginning of the level. Dying with no lives left will trigger the 'Game Over' screen, requiring the player to restart

the game at level 1 if they wish to continue. Coins are scattered across the levels. Every 5th coin obtained will grant the player an extra life. There are a total of levels.

## 3 Genre

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Single-player Platformer.

### 3.1 Inspiration

Level design and game mechanics inspired by popular platformers Super Mario and BattleBlock Theater.

## 4 Controls

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Move left with the 'A' or '←' keys.

Move right with the 'D' or '→' keys.

Jump with the 'W' or '↑' keys.

## 5 Bibliography

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### 5.1 Scripts

???

### 5.2 Art

???

### 5.3 Music

???

## 6 Wishlist

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- Add items that can assist the player in clearing levels
- Add enemy NPCs
- Add more levels
- Add a boss level