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Game Design Document

Unosu Game Design Document

Name Idea

**Unosu**. Mashes the Spanish word for one (uno) and the Japanese word for press (Osu).

**Core Mechanics**

You can only press each button once per scene. For example, you can only jump once, you can only press right once, etc. The game will be a puzzle-platformer, where you have to figure out how to reach a goal with the limited tools you have.

|  |  |
| --- | --- |
| Control Scheme | Objects |
| Jump  Move Left/Right  Slide  Reset Button | UI   * Displays remaining move options * Death Counter/Restart Counter * Level Number   Game Scene   * Goal * Player * Moving Platforms * Trampolines * Player Killer * Button Revivers |

**Win/Lose Conditions**

Win level by successfully using your movement to get to the goal.

Win game by completing all levels

Lose level if you have no movement options left.

**Stretch Goals**

Pogo/Bounce

**Mock Up** Image depicting a game screen with a white background. Orange text saying "Restarts: 5" in top left.
Orange cube is jumping on to a moving one sided platform with a trampoline on top.
On the right is a gra