

aVoid (the Void)

Game Identity / Mantra:

2.5D platformer about a person trying to escape the ever-growing Void.

Design Pillars:

Platformer, escape, fast-paced.

Genre/Story/Mechanics Summary:

Jumping platform game, Downwell-like, where The Void is growing more and more, from the bottom to the top of the screen, and the player must keep going up to avoid being caught by it.

The goal of the player is to save himself by reaching a rocket and going to another planet.

Features:

Procedurally generate the platforms and the enemies.

The Void is always growing, from the bottom of the screen to the top.

The player must jump constantly from platform to platform, always moving up, to avoid getting caught by the Void.

Interface:

The player is controlled by WASD or Direction keys, Space to Jump and Down + Space to Jump down the platform.

The platforms must be one-way platforms.

If the player is caught by the Void, an animation is played, and then the end game screen shows up.

Can remap the keys.

Art Style:

3D, low poly, city theme.

References: Subway Surfers, Temple Run.

Music/Sound:

Music: Main menu music, adventure-like. Game music, action-like.

SFX: Jump, Die.

Development Roadmap / Launch Criteria:

Platform: PC/Web.

Milestone 1: Player movement - 11/05/2024

Milestone 2: Spawning platforms - 11/05/2024

Milestone 3: Camera movement - 11/05/2024

Milestone 4: Create the Void - 12/05/2024

Milestone 5: Create enemies - 12/05/2024

Milestone 6: Create simple UI - 12/05/2024

Milestone 7: Create player asset - 13/05/2024

Milestone 8: Create level assets - 14/05/2024

Milestone 9: Create enemy asset - 15/05/2024

Milestone 10: Create music and SFX - 16/05/2024

Milestone 11: Create cutscene for start and end of level - 17/05/2024

Milestone 12: Polish - 18/05/2024

Milestone 13: Export and final test - 19/05/2024