

2D Game Design Document

Working Title: Catacomb

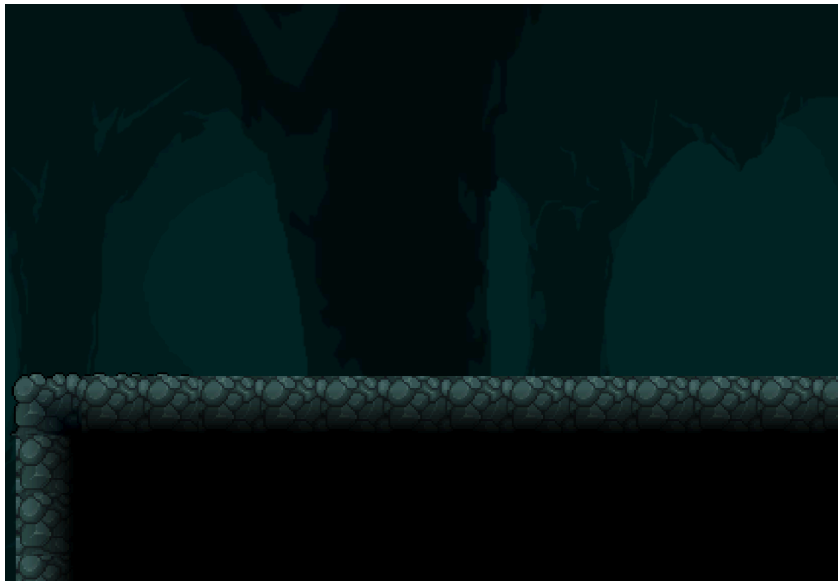
- Concept Statement: You are a cat traversing the catacombs in search of treasure in the form of a platformer!
- Genre: Platformer, 2D Game, Adventure
- Unique Selling Points: Pixel art design, feline protagonist

Design Elements:

Protagonist:



Environment:



Player Experience:

You play as an adventurous cat deep in the catacombs in search of a long lost treasure. You must traverse the dangerous and difficult terrain of the catacombs to get to the treasure. Players will feel the thrill of adventure as they guide themselves through.

- Visual/Audio Style: The catacombs are dark and seemingly endless with an encouraging soundtrack.
- Platform: Browser Game compatible with PC

Core Gameplay Loop:

Players run and jump to clear obstacles and collect balls of yarn to find the treasure and continue deeper into the catacombs.

- Objectives/Mechanics: Use “A” and “D” or left and right arrow keys to move the player left and right, as well as space bar to jump. While in the air, players can press space bar again to double jump.

Interactivity:

Players collect yarn balls, which are used to determine the score for each level. At the end of the level, the player will be rewarded with treasure and have the option to continue to a more difficult level. Players must avoid falling off the map and falling into water hazards, or they will be sent to the beginning of the level.