

# Pusillanimous

Pu-sil-lan-i-mous

Game Design Doc

Tap on targets to gather velocity. Use Velocity to collect loot. Use loot to customize avatar and buy upgrades/items.

## Basics:

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Platform: Mobile.

Genre- Casual

## Focus:

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- Fast paced but simple gameplay.
- Emphasis on rewards. ie explosion of “good” . “great”
- Cute
- Currency
- Customization/Store

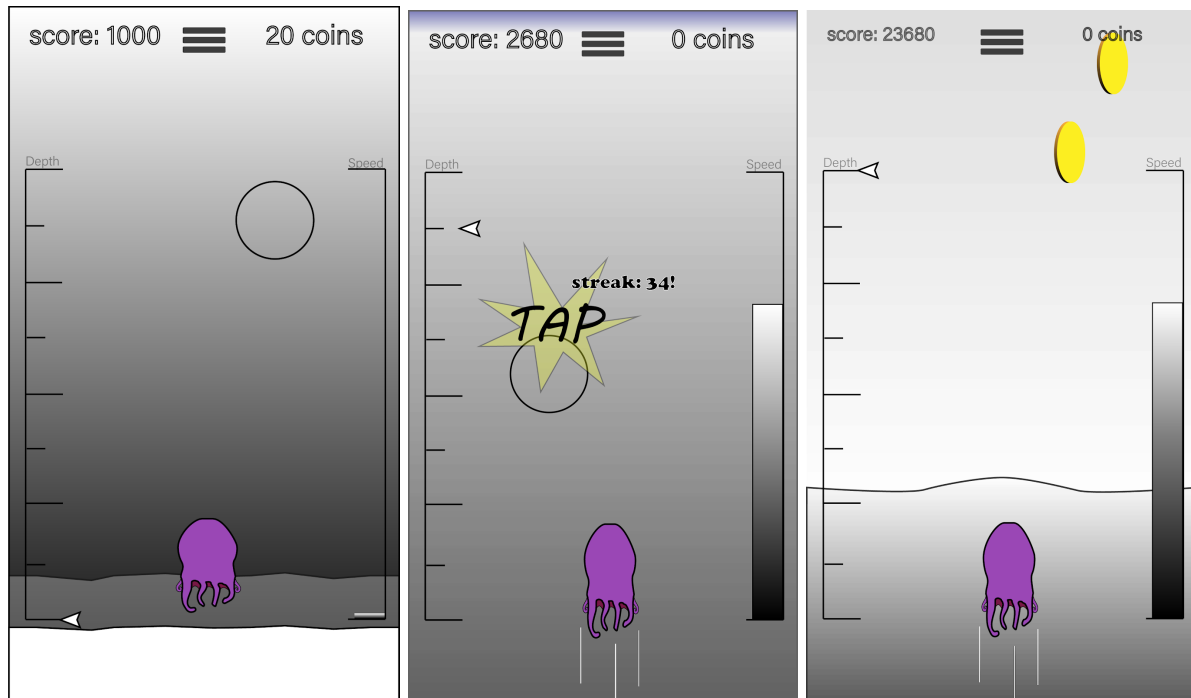
## Game Play

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The game can be separated into 3 phases:

### Phase I: Ocean Phase

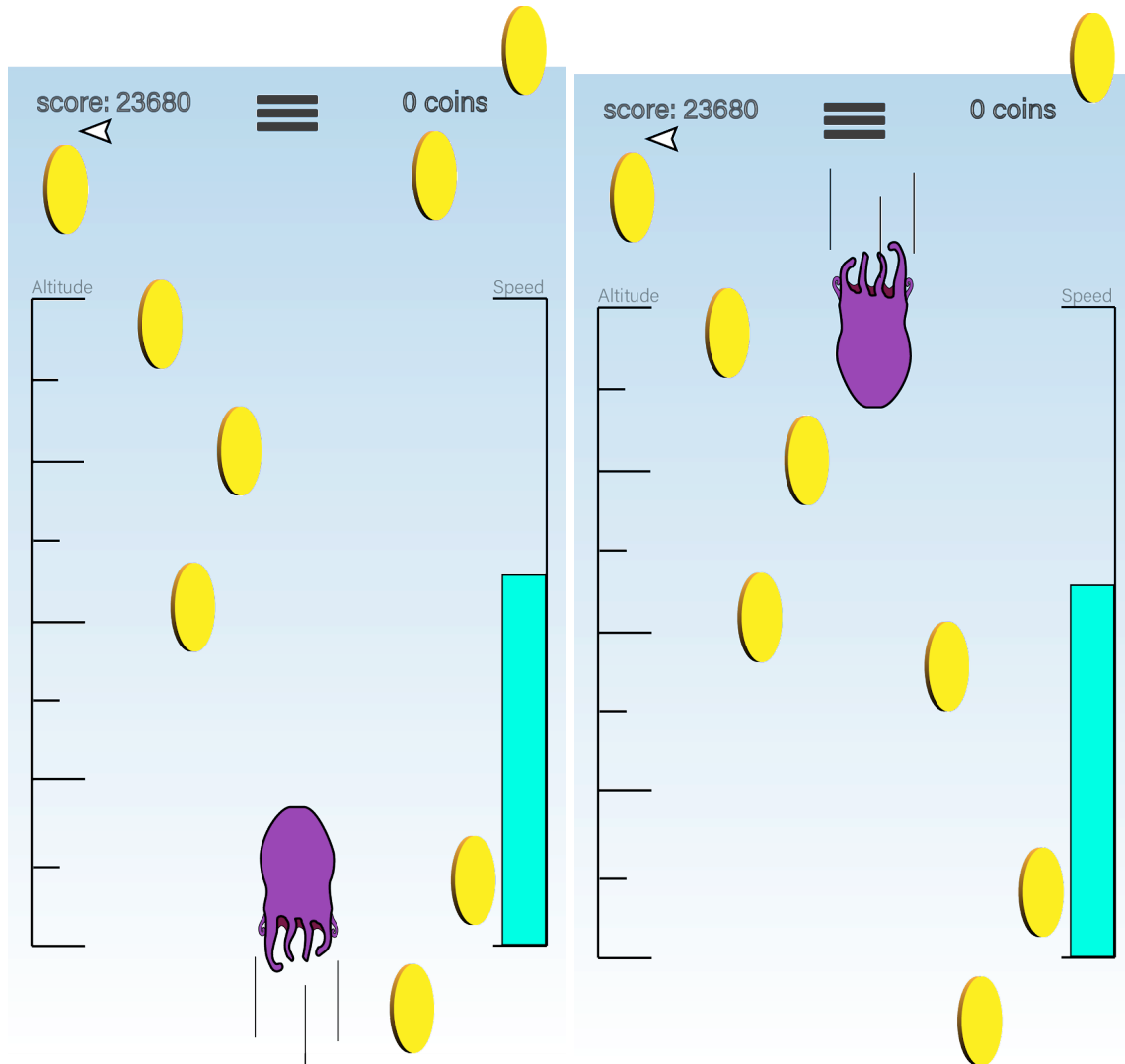
Feeling: “Don’t want to stop. “/.quick paced / entrancing.



Player taps rapidly appearing targets to gain speed for their avatar; Astrid.  
Astrid is swimming at high speeds toward the surface of the ocean.  
Using this velocity Astrid breaks free of the ocean and jumps at high speeds into the sky.

## Phase II: Sky Phase

Feeling: accomplishment/ reward.



The high speed propels Astrid high into the sky.

The player can now directly control Astrid.

The player will move Astrid from left to right trying to collect coins as Astrid flies past them.

Speed/Velocity constantly decreases during phase II.

Once Astrid reaches the apex of their flight.

Astrid will begin to fall giving the player a 2nd run at the loot.

Phase II: ends when Astrid splashes back into the ocean.

## **Phase III: Rewards phase**

Feeling: accomplishment/ reward.

Tallies up the coins/gems/ any kind of loot collected.

Emphasises what was earned. Option to Shop.Continue or Quit

## **Scenes:**

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Loggin

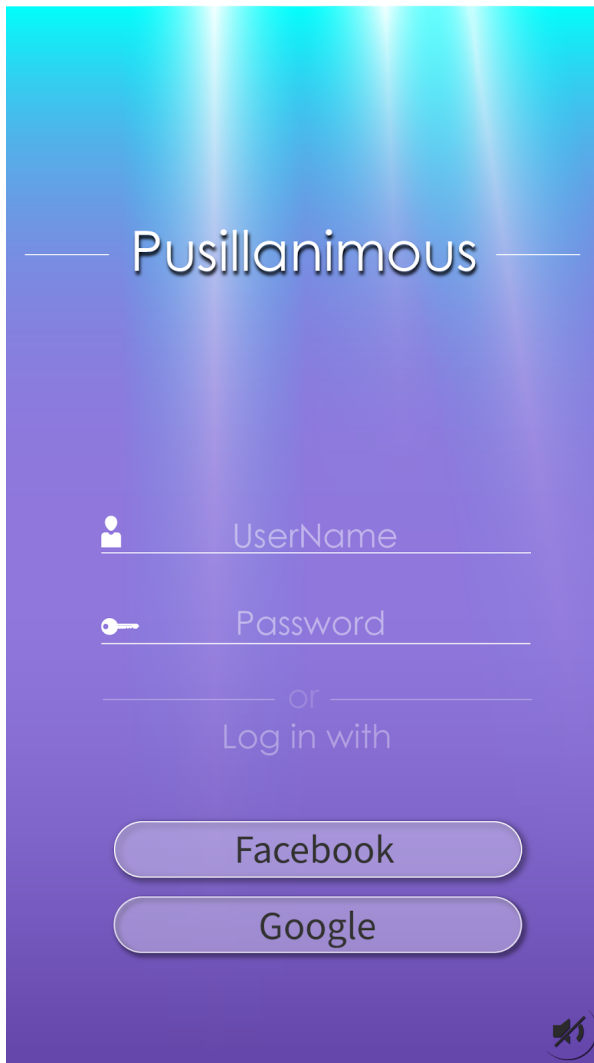
Title

Home


Store


Game - contains Phase I,II,III

## Loggin




— Pusillanimous —

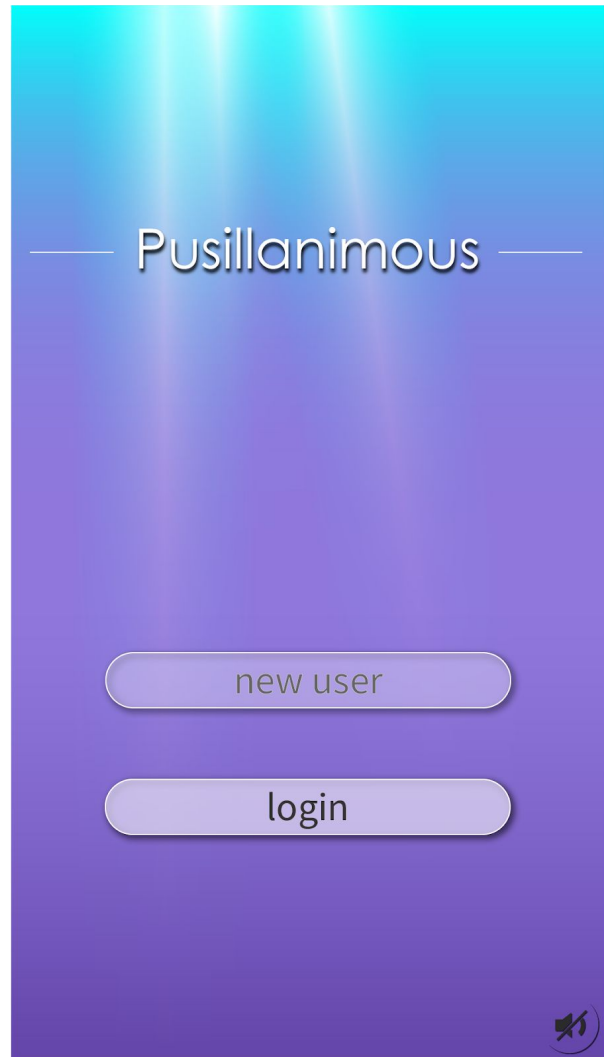





— or —  
Log in with



## Title



— Pusillanimous —



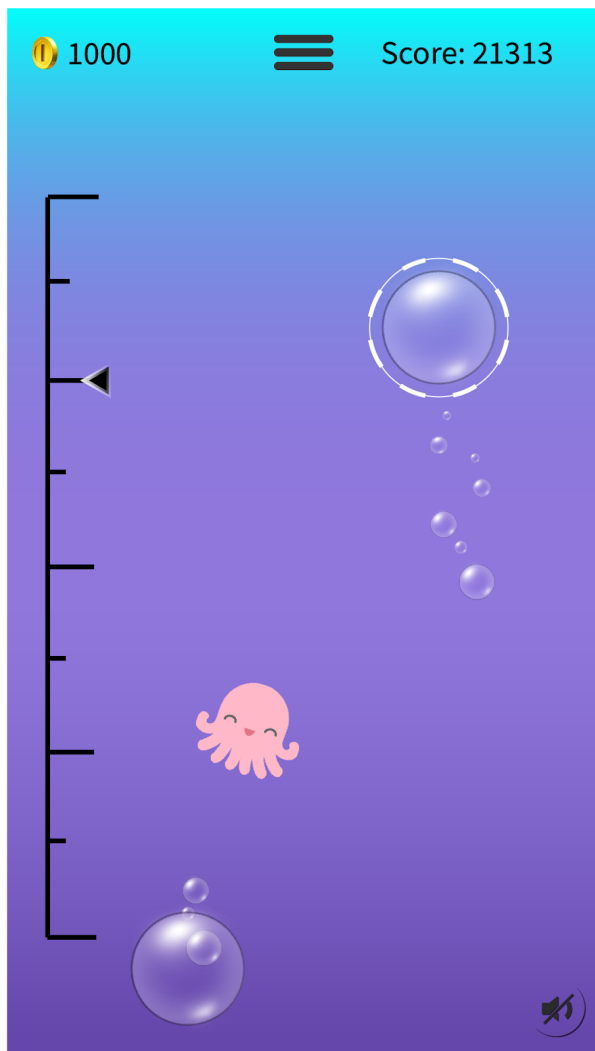
## Home

## Store



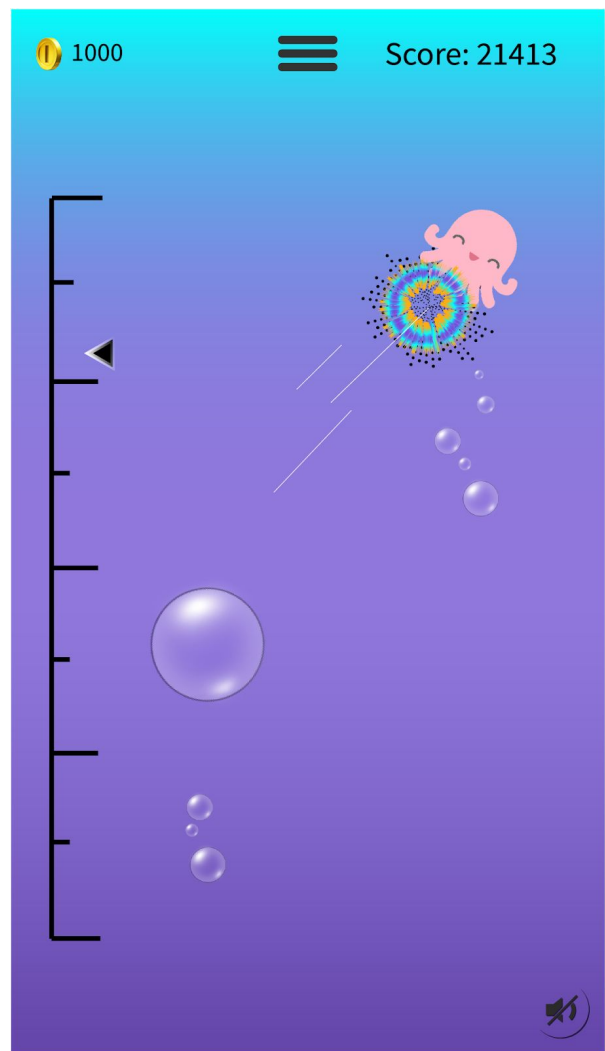
Game

Phase I



Phase II

Phase III



Interface:

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**Phase I:** Tap targets that appear on the screen.

**Phase II:** Control avatar directly by sliding finger left to right on the screen. Momentum is predetermined.

**Phase III:** Buttons.

## Art Style

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Cute/ its a little squid. - pusillanimous - fearful.

## Music/ Sounds

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## Development Roadmap / Launch Criteria

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**Platform:** Steam/Google Play/iOS/Web.

**Audience:** Age/gender/interests.

**Milestone 1:** Mechanics complete - 11/20/18

**Milestone 4:** Polish complete - 0130/19

**Milestone 2:** Scene jumping - 12/10/18

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**Milestone 3:** Shop/equipment - 12/30/18

**Launch Day:** 0/0/00