**Game Design Document (GDD) Wuffles Adventure**

**Introduction**

Wuffles’ Adventure is a mobile, 3rd person game that consist of 3 adventurous levels.

**Game Analysis**

The player spawns and is supposed to be thrown across the game in order to collect all the collectables without dying.

**Game Description**

This is an Adventure mobile game. The objective is to pass all three levels while collecting the collectables without dying. If you don’t succeed in collecting them or if you die during the game, you won't be able to pass to the next level and the game will start over. During the game there's some powerups that will help you throughout the game. The rainbow powerup gives you a boost of speed this can either help in a way or make it harder for you to control. The player can choose its difficulty in the game settings. In order to finish a level, you'll have to enter through a toy box which will transport you to the other level. The art presented is a pixel style that changes thereout the adventurous theme.

**Game Atmosphere**

All the art presented is original and made in Piskel. The atmosphere around the game changes depending on which level you're on. When you first open the game, you are presented with the main menu, the main menu is made up of 100 px, it has 2 layers. The first layer is the moon and the stars the second layer is the background colors. All the level backgrounds are made up of 150 px with 4 layers. Except the mountain background, that one has 75 px with 4 layers. The teddy bear character is made of 100 px and one layer.

**Game Play**

**Key Features**