**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 and reach the end goal.

**Game Description**

This is an Adventure mobile game. The objective is to pass all three levels while collecting the collectables. If you don’t succeed in collecting them, you won't be able to pass to the next level. During the game there's some collectibles that can help you throughout the game. The umbrella collectible will pull your character upwards, making them lighter 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 throughout 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**

Depending on the platform, the player either clicks and drags, or flicks their finger to fling the character across the screen. Only pieces of your character near the original click are flung when the finger/mouse button is released.

Obstacles block your path to the exit. Most are simple collision objects, though a few act in a unique manner. One such obstacle is a spinning spike that flings you away if you touch it.

Different collectibles do different things. Some just give points, some attach to your player and have special physics. The rare rainbow token gives a large amount of points and gives your character a rainbow trail. The umbrella attaches to your character and pulls them up, making upwards ascent faster and falling slower.

**Key Features**