

# PROTOG – GDD

## Genre & Platform

- **Genre:** 2D Physics-Based Action Platformer
  - **Platform:** PC
  - **Engine:** GameMaker Studio
  - **Target Audience:** Casual to mid-core players who enjoy physics-driven platforming and light challenge
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## Core Fantasy

The player controls a simple prototype character navigating dangerous mechanical worlds, using momentum, physics, and timing to overcome obstacles and reach the goal.

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## Game Pillars

1. **Physics-Driven Movement** – Momentum, gravity, and collisions define gameplay
  2. **Simple Controls, Emergent Play** – Easy to learn, depth comes from physics interactions
  3. **Clear Cause and Effect** – Every obstacle reacts predictably to player input
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## Core Gameplay Loop

1. Player moves through a side-scrolling level
2. Physics-based obstacles and enemies block progress
3. Player uses timing and momentum to overcome challenges

4. Player advances toward the goal flag
  5. Level complexity increases with new obstacle combinations
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## Key Mechanics

- **Movement:** Roll, jump, push, slide using physics-based control
  - **Obstacles:** Spikes, moving platforms, crushers, slopes
  - **Enemies:** Simple behavior enemies that act as moving hazards
  - **Progression:** Level-based progression with increasing mechanical complexity
  - **Failure State:** Player resets to recent checkpoint or level start
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## World & Level Design

- **Structure:** Linear, level-based progression
  - **Level Design Focus:** Teaching mechanics visually, then remixing them
  - **Environmental Storytelling:** Industrial and mechanical environments imply a controlled system
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## Narrative

- **Setting:** A mechanical testing environment
  - **Conflict:** The prototype must survive flawed test levels
  - **Delivery:** Minimal narrative; story implied through world design
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## Art & Audio Direction

- **Art Style:** Minimal, clean 2D visuals inspired by Red Ball–style readability
  - **Color & Mood:** Bright player character contrasted against muted environments
  - **Audio:** Playful sound effects with clear feedback for jumps, hits, and hazards
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## Scope & MVP

- **Must-Have:** Core physics movement, obstacles, multiple playable levels
  - **Optional:** Additional obstacles, cosmetic polish
  - **Cutable:** Extended narrative, advanced enemy AI
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## References

*Red Ball 4, Badland, Limbo* (physics-based interaction and readability)