

# BIGCHILL – One-Page GDD

## Genre & Platform

- **Genre:** 2D Top-Down RPG
  - **Platform:** PC
  - **Engine:** GameMaker
  - **Target Audience:** Fans of classic Pokémon-style exploration and progression-based RPGs
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## Core Fantasy

The player is an explorer in an alien-infested world, traveling through different regions, battling hostile creatures, gaining strength, and uncovering what went wrong with the planet.

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## Game Pillars

1. **Exploration First** – The world encourages curiosity and discovery
  2. **Simple Combat, Meaningful Progression** – Leveling up directly improves capability
  3. **Clear RPG Feedback** – Stats, levels, and rewards are easy to understand
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## Core Gameplay Loop

1. Player explores interconnected areas
2. Player encounters aliens through scripted or random encounters
3. Player battles aliens using RPG combat mechanics

4. Player gains XP, levels up, and improves stats
  5. New areas and stronger enemies unlock
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## Key Mechanics

- **Movement:** Tile/grid-based top-down movement
  - **Combat:** fight aliens scattered around the world in 2D
  - **Enemies:** Multiple alien types with unique stats and behaviors
  - **Progression:** XP, leveling system, stat growth, and ability unlocks
  - **Failure State:** Player respawns at startpoint
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## World & Level Design

- **Structure:** open world
  - **Exploration Tools:** abilities, or level requirements
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## Narrative

- **Setting:** A distant jungle overrun by alien life
  - **Central Conflict:** kill all the aliens in the jungle
  - **Player Motivation:** Survival, power growth
  - **Delivery:** NPC dialogue and environmental clues
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## Art & Audio Direction

- **Art Style:** Pixel art with nostalgic Game Boy Advance influence
  - **Color & Mood:** Calm overworld contrasted with dangerous enemy zones
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## References

*Pokémon FireRed*