Game Design Document: Fallin'

"Your fall, your adventure"

Fallin' is a vertical rogue-like action platformer where you, the player, falls deeper and deeper into a deep cave which spans all the way to the core of the earth. The goal of the game is to descend into the cave, kill enemies and collect coins to increase your score, get upgrades and try to get as high of a score as possible.

Core mechanics: The game acts like a typical platformer but instead of cayote jumps, the player can jump mid-air to increase precision of the **Slam attack** which is the only way of damaging enemies. The upgrade system of the game buffs the players ability to be more precise, gather more coins, increase health and increase damage.

Gameplay: The gameplay is like any other rogue-like with "runs" being the main premise of the game. The goal of the run is to get as high of a score as possible.

    Core loop: Descend -> Kill enemies -> collect coins -> get upgrades

Controls:

    Simple controls:

        A, D / Side arrows = Directional movement

        W / Up / Space = Jump

        S / Down arrow = Smash attack

In depth overview:

Map design: There are 5 stages in the game, each with a slightly different setting (music, ambiance, enemies or look). In between stages the transitional room is the players upgrade room.

Enemies: There are a total of 4 enemies so far in the game, a small bat, large bat, golem and lava worm. The bats have melee range, and the golem and lava worm are ranged enemies.

Upgrades: Limited number of upgrades so far. Double jump, damage increase, max health increase, coin magnet.

As a side note there are also hidden rooms in the game (2 to be exact) which the player will need to find if they want to achieve maximum score!