*UntitledFoxyPuzzlePlatformer [tempname]*

A Game by Lucas Carrillo

***Game Design Document***

Development Studio:

Assassin Game Studios

**Game Director: Lucas Carrillo**

Version 0.0.3

Overview

* **Theme / Setting / Genre**
* ancient Japanese inspired setting, kinda lol
* puzzle platformer genre
* **Core Gameplay Mechanics**
* Basic Platformer mechanics
* Puzzle Mechanics
* Combat Mechanics
* Enemy/AI Design
* **Targeted platforms**
* PC only
* **Monetization model (Brief/Document)**
* <Monetization Type>Paid game
* **Project Scope**
* 1 Programmer
* Lucas Carrillo
* 2 Artists
* @candyb0x
* **Influences (Brief)**
* Celeste
* Game
* Nine Sols
* Game
* <Influence #3>
* <Medium> (Television, Games, Literature, Movies, etc.)
* <Explain why this is an influence in one paragraph or less>
* **The Elevator Pitch**

A Game about a Fox fursona that is accidentally teleported to ancient Japan and has to find a way home

* **Project Description (Brief)**

WRITE

* **Project Description (Detailed)**

<Four-Six paragraph project description>

What sets this project apart?

* <Reason #1>
* <Reason #2>
* <Reason #3>
* <Reason #4>
* <etc.>
* **Core Gameplay Mechanics (Detailed)**
* <Core Game Mechanic #1>
* <Details> /Describe in 2 Paragraphs or less/
* <How it works> /Describe in 2 Paragraphs or less/
* <Core Game Mechanic #2>
* <Details> /Describe in 2 Paragraphs or less/
* <How it works> /Describe in 2 Paragraphs or less/
* <Core Game Mechanic #3>
* <Details> /Describe in 2 Paragraphs or less/
* <How it works> /Describe in 2 Paragraphs or less/
* <Core Game Mechanic #4>
* <Details> /Describe in 2 Paragraphs or less/
* <How it works> /Describe in 2 Paragraphs or less/

Story and Gameplay

* **Story (Brief)**
* <The Summary or TL;DR version of below>
* **Story (Detailed)**
* /Go into as much detail as needs be/
* /Spare no detail/
* /Use Mind Mapping software to get your point across/
* **Gameplay (Brief)**
* <The Summary version of below>
* **Gameplay (Detailed)**
* /Go into as much detail as needs be/
* /Spare no detail/
* /Combine this with the game mechanics section above/

Assets Needed

* **2D**
* Textures
* Art
* Environment Textures
* Character Art
* EnemyArt
* **Sound**
* **Code**
* Character Scripts (Player Pawn/Player Controller)
* Ambient Scripts (Runs in the background)
* Example
* NPC Scripts
* Example
* etc.
* **Animation**
* Environment Animations
* Example
* etc.
* Character Animations
* Player
* Example
* etc.
* NPC
* Example
* etc.