Life Savers  
  
TBD

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**Revision History**

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| --- | --- | --- |
| **Version** | **Date** | **Details** |
| 0.1 | 23.04.2021 | Initial Document |
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# Product Overview

## 

## **One Line Summary**

## **Description**

*Life Savers* is a life management sim, whereby you manage the mental health and stamina of your life saving crew in Bondi Beach Life Savers Club

## **Unique Selling Points**

* TBD

## **Target Market**

### **Market Research**

### **Targeted Platforms / Outlets**

* PC

## Persona

## **Competitor Analysis**

## 

## **Design Pillars**

* Emotional, Physical and Mental Stress management
  + Focusing on the welfare of your life saving team and managing each unique character’s strengths and weakness to use them in the appropriate scenario
* State Management\*
  + Narration used to tell the journey of the player

# **Mechanics**

* Movement & Camera
  + TBD
* Dialogue
  + TBD
* Menu
  + TBD
* Interaction
  + TBD
* Climbing
  + TBD

**System**

* **State System**
  + Idle, Patrolling, or performing a task, this will be dependant on the circumstances and events of the team members and will dictate their actions as a result
* **Equipment usage system**
  + Team members can use the available equipment (buggy, life saving board) to better manage their Stamina and mental health meters if available

**Description**

* The player can use their climbing axes to scale climbable walls. They have infinite stamina but must hold onto the wall with at least one hand to prevent them falling.

**Details**

* On mouse button down hook axe into wall and move towards it.
* Using your seconds axe will override your position.
* Letting go will restore you to your previous axe position.
* On impact with wall, a crack in the ice will form.

# **Controls**

* PC
  + TBD

# **Key Characters**

* Manager
  + The player, who manages the roster and assigns volunteers the tasks
* The Volunteers
  + 5 Volunteers to manage with their own personalities

**Player Progression**

TBD

**Level Design**

TBD

* Mountain of Everest
  + TBD
* Base Camps
  + TBD

**Themes and Story**

TBD

**The Story**

TBD

**Art Style and Aesthetic**

* Colour Palette
* Character Art Style
* Lighting
* Particle Effects

**Sound**

* Music
* SFX