Design Brief - Logan Baker

Description   
There will be a series of parkour jumps at the start for players to get the hang of the controls, then the game will get progressively harder and more interesting as the player will be able to collect abilities/tools that help them along such as a jetpack. No enemies. Lava will rise below you so you have to rush through the levels.

Genre

Platformer genre

Core Game Mechanics

* Jumping over obstacles and onto platforms
* Jetpack collectable at the end
* Checkpoints
* Key collectable(s) for a door(s)
* Avoiding the rising lava
* etc.

Hook / Fun Factor

* Perfectly timed jumps
* unique levels (non-repetitive)
* Cool items and collectables that are added one at a time to keep you hooked
* Competetive aspects

Number of Levels

* 3 levels

Development Time

3 weeks

Milestones and Key Dates

* Start date – 28 September 2020
* Main production - 28 September - 14 October 2020
* Feature cut off point - 14 October 2020
* Final stages of production - 14-17 October 2020
* Bug fixing and polish point – 17-19 October 2020
* Project finish date – 19 October 2020

Software Tools

* Unreal
* Audacity
* BFXR
* Krita
* Snipping Tool
* Microsoft Wordpad
* GitHub
* Etc.