

## The Essence



**NobOdy** is a single-player **fast-paced**, **boss-rush** arcade game where **everything is a throwable weapon** — literally. As the player, you **grab and throw** objects in the environment to **defeat enemies**, unlock new abilities, and grow stronger. The more powerful you become, the bigger and heavier the things you can hurl—even entire landscapes...

**Why?**

**Freedom! Satisfaction!**

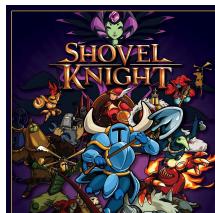
**Chaos!**



**Funny!**

Players will feel **freedom** of interacting with every objects in the scene, **satisfaction** of destroying enemies and scene objects, **chaos** of fight, and **funny art, narrative**.

**It's like...**



Freedom



Funny

## Core Mechanics

### Grab/Lift



During combat, quickly **snatch objects** from the environment to use as weapons. The bigger and heavier the item, the more damage it deals—but only if you're strong enough to throw it. As shown in [link](#)

### Throw



Leverage movement to enhance your throws—jump to **launch objects** higher, sprint to hurl them farther. Mastering momentum allows for more powerful and strategic **attacks**.

### Gain Ability / Strength



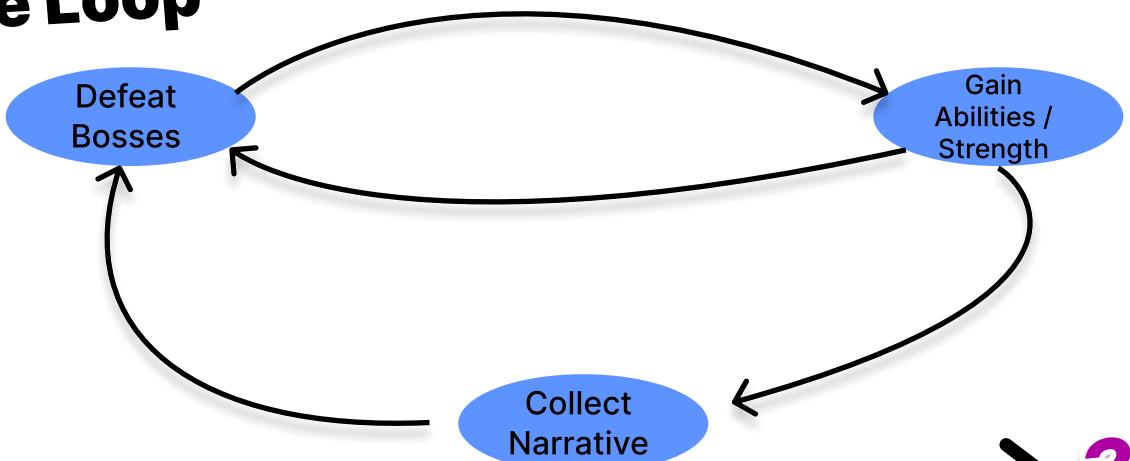
Each throw **increases power**, visibly transforming your body. No traditional health—getting hit makes you drop **items** (**empowers your abilities**), but you can pick them back up.

### Bosses



Face monsters with unique **abilities**. Defeat them to **gain their abilities**, expanding combat strategies and unlocking even bigger throws.

## Core Loop



**2D → 3D**

## Player Progression & Narrative

The journey of the mini-man is one of transformation—**from a fragile nobody to an unstoppable force**. At first, the player struggles to lift even small tiles, but with each grab and throw, they grow stronger, gaining new abilities from defeated bosses and evolving into a larger, more powerful form.

Each **2D** level is a side-scrolling pixel-art battleground, where defeating bosses grants game-changing **power-ups like a support aim line, projectile blocking, and double jump**. As the player strengthens, so do the **bosses**, introducing **new attack phases** that demand skillful adaptation.

Then, the game takes a **radical turn**—the mini-man **throws the entire 2D screen away**, shattering the dimensional barrier and **transitioning into a fully 3D top-down world**. The rest levels shifts to third-person pixelated combat, where the player now fights in a vast space with greater freedom of movement.

In the final act, the mini-man **throws itself into space**, where **planets become throwable weapons**, and momentum becomes a key mechanic—forcing the player to throw objects to propel themselves through zero gravity. As shown in [link](#)

The journey culminates in a surreal, **fourth-wall-breaking** finale: the mini-man, now all-powerful, throws away the player's computer, destroying the game itself in a meta twist.

# Art & Tone



2D tilemap like Terraria



2D Boss Fight like Shovel Knight



3D Boss Fight like Diablo, art like Teardown

## Team Goals

- 15 minutes of polished gameplay
- 5 levels total: 3 side-scrolling 2D levels and 2 fully 3D levels

## Team Size : 20

- 1 producer
- 5 engineers
- 3 designers
- 1 narrative designer
- 6 artists (2 2D artist, 1 VFX artist, 3 modeler)
- 3 audio designers
- 1 quality assurance lead

## Timeline

### 2025 spring IDEATION

- Recruiting
- First drafts for GDD, Art Bible
- Prototype with one full loop

### 2025 summer PRE-PRODUCTION

- Finish all bosses and abilities design
- Finalize 2D basic mechanism
- 80% GDD

### 2025 fall PRODUCTION

- Finalize 3D basic mechanism
- Full GDD, Art Bible
- Prototype for 2D and 3D level

### 2026 before spring PRODUCTION

- Build all levels
- QA and large scale playtest

### 2026 spring POST-PRODUCTION

- Polish, Fix Bugs
- Release Build

## Tools & Technology



Maya



Aseprite

