Game Design Document

2D Platformer/Gem Collector

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My 2D Platformer is a simple game about collecting gems to get to the next level. It is more of a proof of concept or prototype than a complete game

Controls

The controls are A or D to move left and right respectively, and W or Space to jump

Wall jump by holding a direction near a wall to initiate a wallslide, then press jump

Double jumping is possible by pressing a jump button again before landing, only one double jump is allowed until you touch the ground again

After collecting enough points, hold E to load the next level

Core Mechanics

Run and jump around the level to collect gems and avoid spikes, and endlessly progress through levels until you die

Win/Lose

You can win each level by collecting enough gems to progress to the next. The game is endless until you die, which is the lose condition. Death can happen by landing on spikes

My own additions

I added some music I like and combined sprites from two different asset packs. I made the level layout myself although they are still very simple and serve more as a prototype.