

Kolloor

Game Design Document by Marieke Nicolaij



Inhoud

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# Story

Genre: Puzzle

Platform: Windows

Perspective: First Person 3D

You are all alone on an island in the middle of an ocean.  
How did you get there? You can’t remember.

Somehow there is no color… everything is white.  
Except for one cube. This cube has a bright natural color.  
You don’t understand.  
You decide to pick it up.

Suddenly you got the urge to put this cube inside a special cubical hole which you will be pointed at if it takes too long. If animals can’t wait any longer they will run towards a cubical hole and wait for you to put the cube inside the hole.

When you finally put the cube back in place the color from the cubical hole begins to spread and fills every white thing what should have this color.

You can only place cubes in those holes which have the same color.  
Once you’ve put all cubes back in place a portal opens which leads you to the next level.

# Characters

## *Animal 1: Squirrel*

### *Animations*

* **Idle**: It moves with its tail slowly back and forward. A sort of breathing animations.
* **Wander**: Hop&run with a wobbly tail animation.

I want all animations loopable.

# Level / Environment design

# Gameplay

# Art

# Sound and Music

# User Interface

# Game Controls