**Game Design Document (GDD)**

## **Game Title:**

Bestie?

## **High Concept:**

Player punya companion yg harus dilindungi. Companion akan dikejar oleh musuh. Player bisa menyerang dengan senjata yang ada. Player bisa diserang musuh. Companion mengikuti kemana player bergerak. Player di saat bersamaan harus mencari tahu mengapa hal ini bisa terjadi.

## **Genre:**

Top Down/Thriller/Comedy/Mystery

## **Platform:**

PC dan HP

## **Target Audience:**

Anyone who enjoys comedy, mystery, thriller, and problem solving.

## **Core Gameplay:**

* **Goal:** Complete levels, defeat bosses, and collect "Light Crystals."
* **Actions:**
  + Jump, run, and dash.
  + Fight enemies with any weapon
  + Explore for answers

## **Rules:**

1. Touching enemies or traps reduces health.
2. Collect Evidence to continue progress
3. Defeat the boss to complete a level.
4. Use coins to buy upgrades and items.

## **Story:**

Player dan companion menghabiskan waktu bersama seperti sahabat pada umumnya. Bercanda, bermain, dan masih banyak lagi. Namun suatu hari, saat di rumah Companion, Player menemukan surat ancaman yang barusan masuk dari bawah pintu masuk rumah Companion. Merasa aneh, Player mencoba membicarakan perihal surat tersebut kepada Companion, hanya untuk menemukan lebih banyak surat ancaman di dalam box yang ada di kamar companion. Apa yang sebenarnya terjadi? Kenapa companion ditarget? Seiring waktu, nyawa companion mulai terancam. Player harus segera menemukan alasan di balik semuanya ini.

## **Level Design:**

* **Level 1:** What?

## **Art Style:**

Colorful and dark 2D

## **Sound Design:**

* Happy background music.
* Fun sound effects for jumping and collecting items.
* Serious background music.
* Battle sound effect.

## **Controls:**

* **Keyboard:** Space to jump, X to attack, W or arrow up to go up, A or arrow left to go left, S or arrow down to go down, D or arrow right to go right.

## **Progression:**

* Collect Evidence and beat the boss in each level to unlock more levels.
* Find upgrades like Double Jump and Stronger weapon

## **Team Roles:**

* Designer: Creates the game idea.
* Programmer: Builds the game.
* Artist: Draws the characters and levels.
* Sound Designer: Makes music and sound effects.

## **Timeline:**

* Month 1-3: Build the basic game.
* Month 4-6: Add levels and polish.
* Month 7: Test and release.