

Up or Down?

# Contents

Game Summary.....	Page 3
Core Mechanics.....	Page 3
Target Audience and Platform.....	Page 3
Components.....	Page 4
Controls.....	Page 4
Level Setup.....	Pages 5-6

# Game Summary

Up or Down? is a Co-Op Puzzle Platformer where one Player is on the ground and the other Player is on the ceiling. Players will need to switch up places in order to complete puzzles together.

In Up or Down? your goal is to work together with your co-op partner to reach the end of each level within a set time limit. Restarts will only happen when chosen or when the time runs out. There are no deaths or other ways to fail the levels.

## Core Mechanics:

Each player controls a separate character. Player 1 will start on the ground while Player 2 will start on the ceiling. Players must work together to decipher puzzles and successfully complete each level within the given timeframe. Each level is one straight line with obstacles in the way, The levels will be split up in to parts with locked doors that involve puzzles for the players to complete to open the doors. Players will switch positions using gravity pads throughout the level. Both Players may be on the same “ground” as each other. We will use Google Analytics to see the gameplay data of our players to see how they play the game and what we can improve upon.

- Co-Operative
- Couch Co-Op
- Puzzles
- Platformer
- Gravity
- Google Analytics

## Target Audience and Platforms

The target audience will be Males and Females interested in a couch co-op games or puzzle platformers As the game will not contain any violence it is aged at people aged 10 years and older. We will gather analytics data to determine if we are hitting our target audience, if not we can see which audience is playing our game.

The game will be developed for use with a controller as this is an easier method for multiple players, however you will be able to play with one keyboard. Since it will be developed mainly for controller it will easily be able to port over to a console, however it will be developed mainly for use on cheap Windows PCs. The game will initially be released on itch.io.

# Components

## Player Characters

The player characters are controlled the players.

- 2 Player Characters

## Levels

Each level will be planned to include puzzles that invoke teamwork. Simple textured 3D blocks will be used for most level components.

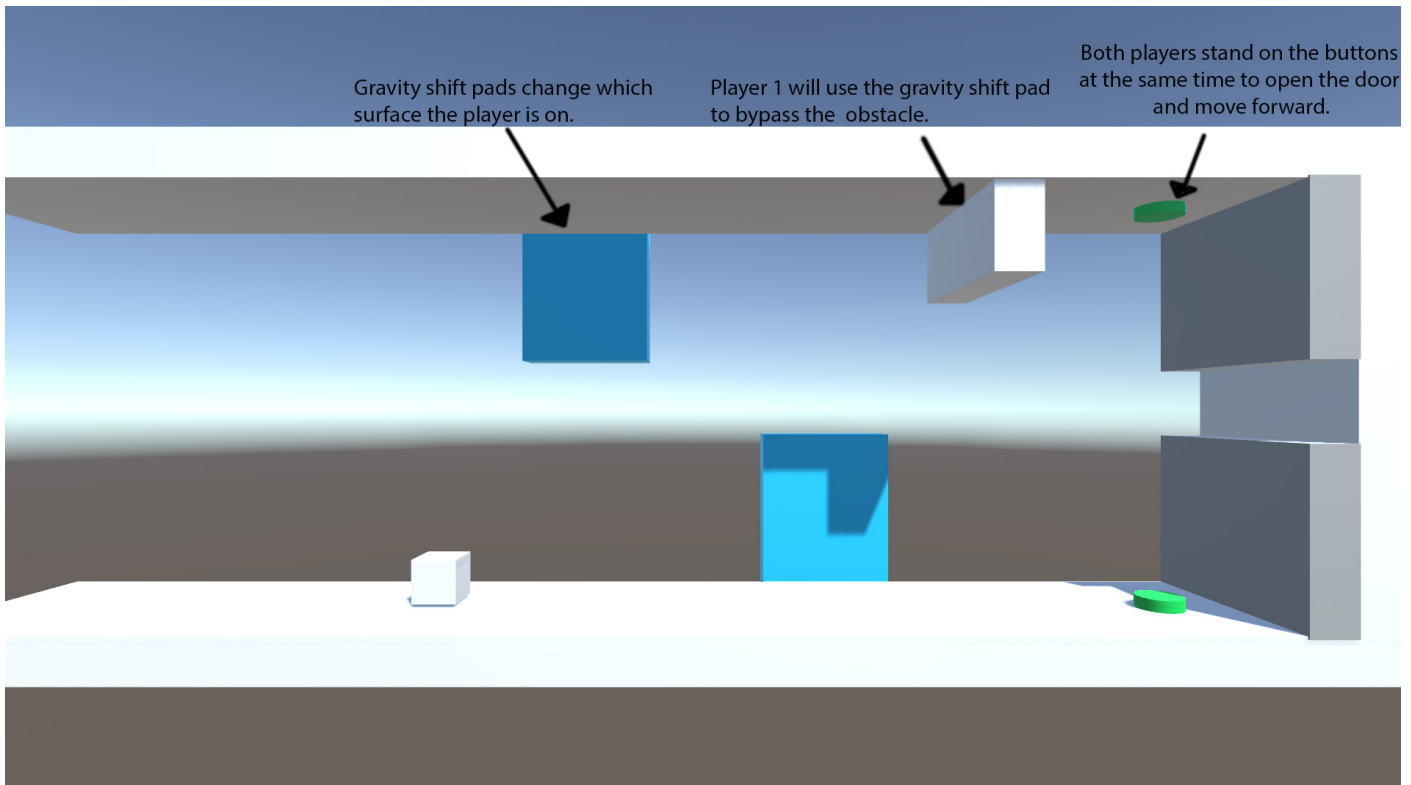
- Gravity Pads
- Weights for Buttons
- Simple Dividers
- Simple Ceiling/Floor
- Doors

# Controls

Each Player moves by Pressing A/D and Space for a Jump or Left/Right and X for a Jump on the Controller.



# Level Setup



## Reference Images

