

One-page design document

Game Identity / Mantra:

A quick-paced 2D survive platformer with an ever-moving world where the player will have to adapt and survive.

Design Pillars:

This game is a 2D platform survival game that is inspired from endless runners but with a twist:

the player is not moving, while moving are platforms.

The game starts with the player positioned on a platform, with new platforms appearing continuously and moving with a constantly accelerating speed towards the player. The aim is to extend the survival time by landing on the platforms, not falling, and repelling the enemy.

Genre/Story/Mechanics Summary:

There isn't much of a story here, as the emphasis is on the gameplay, quick reaction times, and mastering the character movement and fighting controls.

Endless moving platforms that are procedurally generated

Features:

- Increasing levels of challenge (Platform speed and distance).
- Double jump coyote time and jump buffering
- Fast Fall Mechanic for Precise Landing
- Platform stick mechanic (player movement using platform only when idle)
- Shooting Mechanic
 - - Player
 - - Enemies

- Multiple Enemy Types
- Enemies that shoot from a platform
- Flying enemies that trail the player vertically
- Removal of obstructions from platforms which are controlled by the enemies
- Score points calculation based on surviving duration and enemy kills High score system saved between runs
- Game Over screen with restart and main menu options

Interface:

Input Method: Keyboard

Controls:

- A / D – Move left / right
- W – Jump (double jump enabled)
- S – Fast fall
- Space – Shoot
- R – Restart after Game Over

Art Style:

2D pixel art

stylized characters and environments

Parallax Scrolling background with themes of snowy mountains.

Clean, Readable UI with pixel fonts

Visual inspiration:

- Hollow Knight(main character)
- Dead Cells (simplified)
- Katana ZERO, for movement feel.

Music/Sound:

- Atmospheric but energetic background music

Emotional Goals:

Tension increases with speed

Satisfaction of accurate movement and combat success

Urgency and focus in the high-speed parts.