**Game Design Document**

**Introduction**

***Game overview***

***Genre:***

Platform, Hack ‘n’ slash.

***View:***

2.5D

***Aesthetic:***

Fantasy cartoon/poly art.

***Target:***

International, PEGI (+7)

***Platforms:***

Windows

***Gameplay/Game flow***

As a player, your main objective is to pass through the level going from a point A to B. In your path you will have to defeat different enemies (that will change depending on the level) combining platforms, puzzles and using your different skills to help you.

You will only have 3 lives for the entire stage, and if you die you’ll start from the beginning.

***Lore/Sinopsis***

After the disappearance of his father, a famous explorer and scientist his son, Jimmy Jr. founds some clues, gadgets and artifacts from his father that encourages him to start an epic journey to discover what happened and know the truth.

**Gameplay and mechanics**

***Mechanics & Dynamics***

***Mechanics:***

* Basic mechanics:
  + Moving: You can move to left and right
  + Jumping: You can do double jump
  + Basic attack: low/medium damage melee attack.
  + Offensive skill: throws an explosive potion that deals area high damage
  + Defensive skill: dash that dodge the enemy but deals no damage until certain level. Can only be used in the air and one time.

***Dynamics:***

* When you attack you can’t move.
* Continuous basic attacks allows the player to make a 3 hit combo that deal more damage in the last hit.
* You can attack while are jumping.
* You can use offensive skill while jumping.
* Dash will deal damage and have CD when the player reaches certain level.

***Gameplay***

**Player controls:**

**A, D →** move left right

**W →** Jump

**S →** Crouch

**SPACE →** Attack

**SPACE + direction →** attack on that direction

**Shift →** Defensive skill (Dash)

**Q →** Offensive skill (explosive potion)

**E →** Interact

**R →** Special Skill (maybe not in the final release)

**Game progression/level structure:**

The game will have 5 stages each one with different environments, enemies and mechanics. The final level will have also a boss. The player will gain different abilities and/or items after completing each stage, and each stage will have new mechanics and enemies according to the new abilities acquired.

**Objectives:**

Primary Objectives:

* Go from point A to point B (levels 1 - 4)
* Go from point A to point B and then kill the boss (final stage 5)

Secondary Objectives:

* Earn coins
* Find the secret stage chest
* Defeat enemies

**Camera:**

Camera in perspective following the player smoothly from the side.

**HUD:**

(MOCKUP PARA EXPLICARLO)

**Level design/level mechanics:**

The game will have 5 stages each one with a different ambientation, enemies and mechanics according to the new abilities acquired.

The first level will serve as a tutorial and to explain the different mechanics in the simplest way possible.

***Level mechanics:***

Platforms:

There will be different types of platforms:

* Standard platform → Immobile platform.
* Movement platform → Platforms with movement.
* Hazard platform → 1. With timing (spikes or something that go out and hide automatically)

2. Some hazard that happens a few frames after the player lands on it ( Platforms that fall for example)

***Note:*** *mov. and hazard platforms could be combined.*

Destructible props:

There will be some destructible props during the stages:

* ***Boxes* →** Sometimes contains coins, explosive potions or an extra life.
* ***Explosive boxes* →** Will explode 3 seconds after a player or an enemy touch it and deal area damage. Can be activated with some abilities from a safe zone immediately.
* ***Decoration props* →** plants, insects, chandelier, etc and sometimes drops coins.
* ***Secret areas* →** Hidden with bushes, trunks, etc

Items/Objects:

**Collectable objects:**

* ***Chests* →** Contains a large number of coins and low chance of getting special items or an extra life.
* ***Coins* →** Can be acquired during all the stages from boxes or explosive boxes, some enemies and/or decorative props, and chests.

**Usable items:**

* ***Weapons* →** Can be found completing certain stages, in some chests, as a reward of clearing an ambush zone, and buying them in the shop with coins.
* ***Potions*** → Can be found in the same way as weapons.
* ***Special Artifacts (maybe not included)*** → Can be acquired in the shop for a high cost or after completing the 4th stage and gives the player an special skill.

Enemies:

**Basic Enemies:**

***Stage 1:******Forest***

* ***Goblins →*** Medium health, medium mov. speed, low attack speed.
* ***Wargs →*** Low health, very high mov. speed, high attack speed.
* ***Hawks →*** Low health, high mov. speed.
* ***Goblin leaders/shamans →*** High health, very low mov. speed, medium/low spawn speed, summon goblins during time.

Ambush Zone:

In some parts of the stage will be some zones called “ambush zones” in which the player will be trapped and couldn’t advance until he kills all the enemy waves. In that zones will be also hazards that will difficult more the player. Sometimes (low drop chance), the player will get a special aleatory item after defeating the zone and will gain one life (if he can).

**Menus and options**

***Navigation controls***

***Menus***

**Main menu:**

**Options:**

**Level selection:**

**Screenflow:**

**Story setting**

***Lore:***

***World description:***