**The Fifth Wall -** Macro Design Document

# Game Title:

The Fifth Wall

# Genre:

2D Platformer | Singleplayer | Puzzle | Adventure | Survival

# Target Platform:

Windows PC

# Core Concept:

The Fifth Wall is a single-player 2D platformer where the protagonist wakes up in a crashed spacecraft on a mysterious, seemingly livable alien planet. As he navigates a hauntingly strange world filled with puzzles and unknown threats, he begins to suspect reality itself is breaking as he encounters game-like glitches in his reality, coming to a conclusion that he may be inside a game, being controlled against his will by the player.

# Gameplay Overview:

- Players control a protagonist who forgot who he was as he explores multi-stage 2D platformer game levels.  
- 2D platformer with puzzle and survival game core mechanics.  
- 'Glitch' mechanics will affect gameplay; player advantage and environmental glitches.  
- Combat is minimal; evasion and environmental interaction are key to survival.  
- Progression including uncovering lore through visual narrative and storytelling cues.

# Unique Selling Points:

- Fourth-wall and Fifth-wall breaking elements: The world responds strangely as the protagonist progresses, slowly noticing that he’s in a game.  
- Glitch Mechanic: Utilization of game glitch-like behavior for the player’s advantage.  
- Atmospheric Visuals: A monotone palette with glitch effects as the game progresses and environmental storytelling.  
- Mystery-Driven Narrative: Players unveil their past and the world's secrets through exploration.

# Target Audience:

Gamers who enjoy:  
- Puzzle platformers like Limbo, Inside, or Celeste  
- Narrative-driven indie games  
- Sci-fi and survival games

# Narrative Summary:

You play as a lone survivor from a crashed spacecraft, stranded on a strange planet with no memory. As you explore the planet’s ruins and evade strange creatures, you encounter bizarre phenomena; restarting, video game glitches, and inexplicable events happening to your very reality. Slowly unveiling the illusion of the world as it begins to crack after every reset, hinting that your reality might not be real at all, questioning your whole existence and control.

# Visual Style:

- Monotone Color Palette – Black and white colors to reflect the theme, eerie, and alien atmosphere.  
- 2D Side-scrolling View – With layered backgrounds and foregrounds for depth.  
- Visual Glitches – Pixel tears, and environment visual glitches integrated as design features.

# Development Tools & Pipeline:

- Game Engine: Unity 2022.3.52f1 (2D Core)  
- Code Language: C#  
- IDE: Visual Studio Code  
- Version Control: Git + GitHub and Unity Version Control (team collaboration)  
- Art Tools: [Specify later – e.g., Aseprite, Photoshop]  
- Documentation & Planning: Google Docs, Notion