

# PROJECT FLIP

KIMMIE REID



**Game Design & Challenge Brief**

**Revision 0**

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# REVISION HISTORY

Page Number/Section Name	Details	Who made the revision	Date YY/MM/DD HH:MM
N/A	Initial document creation	Gabe Williams	23/12/21 16:52

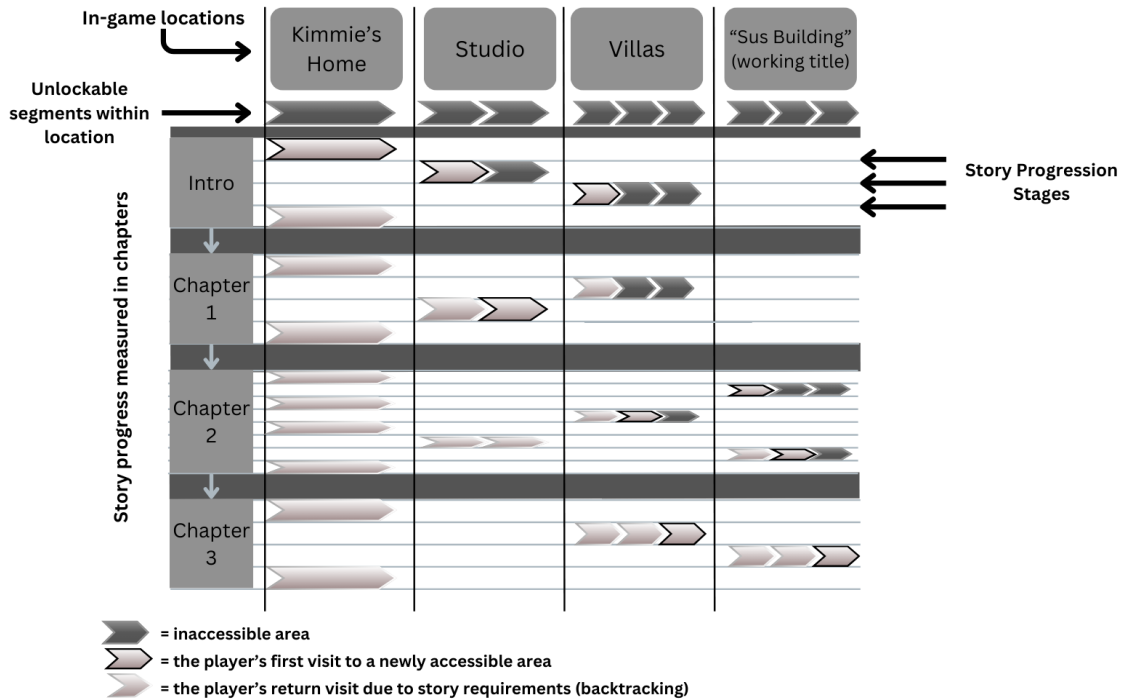
# Game Progression

## core game LOOP

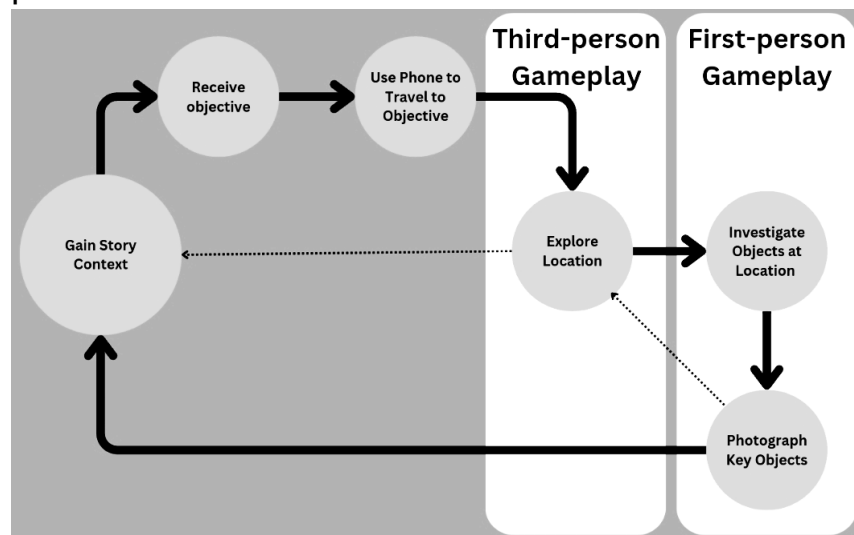
We're talking about the Core Game Loop here.

## Game FLOW STRUCTURE

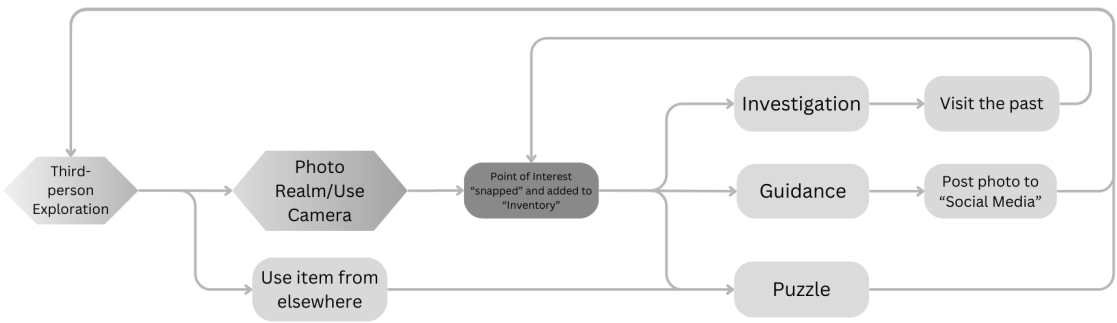
### Long-term Loops



### Middle-term Loops



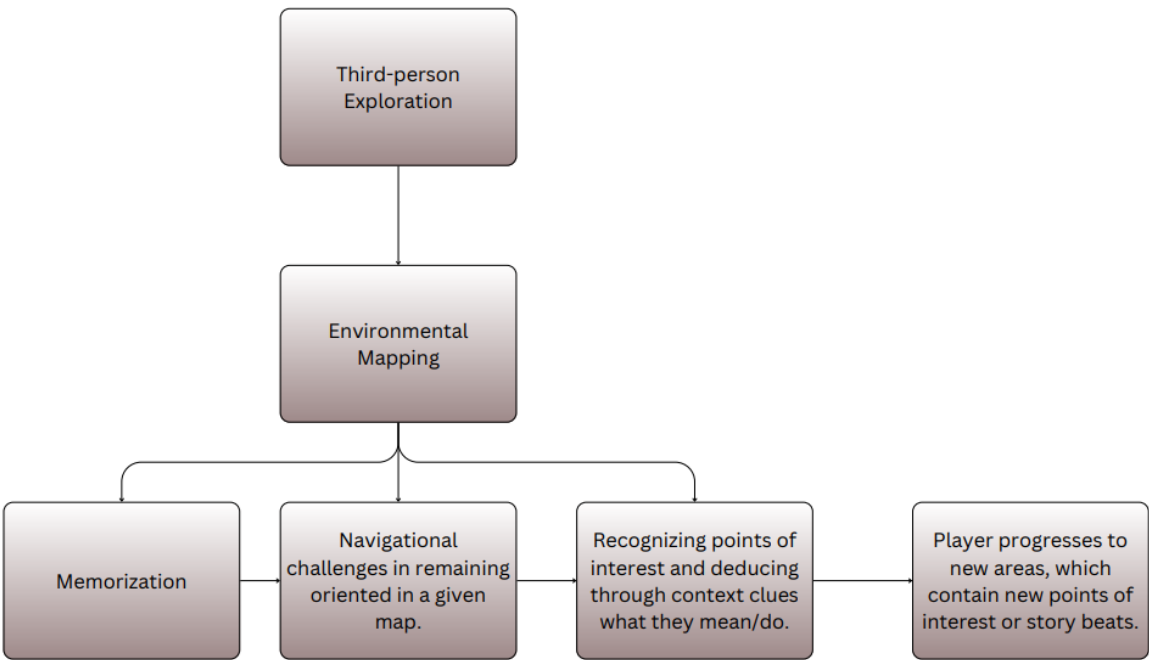
Short-term Loops



GamePLAY

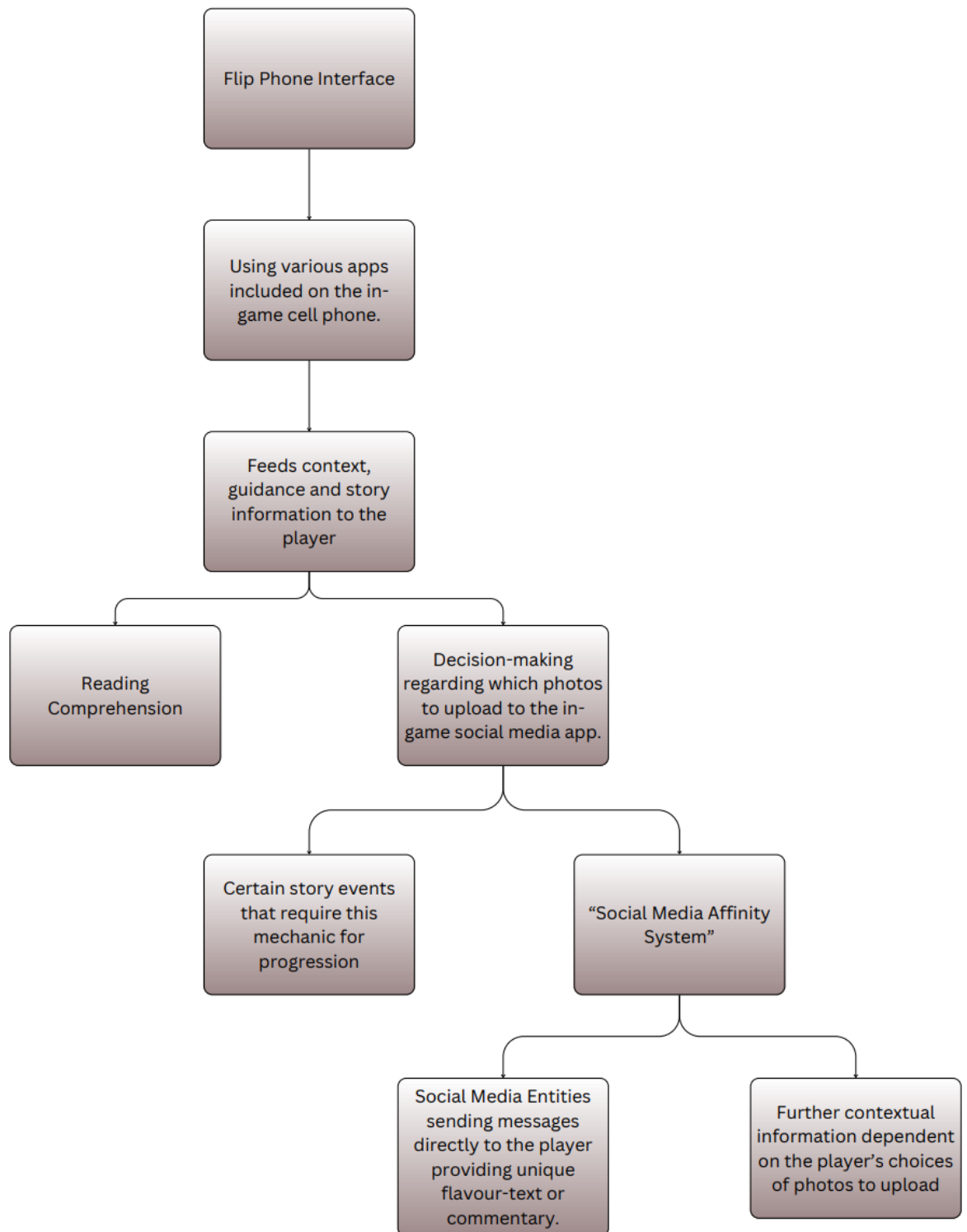
CHALLENGE BRIEF

Third-person Exploration

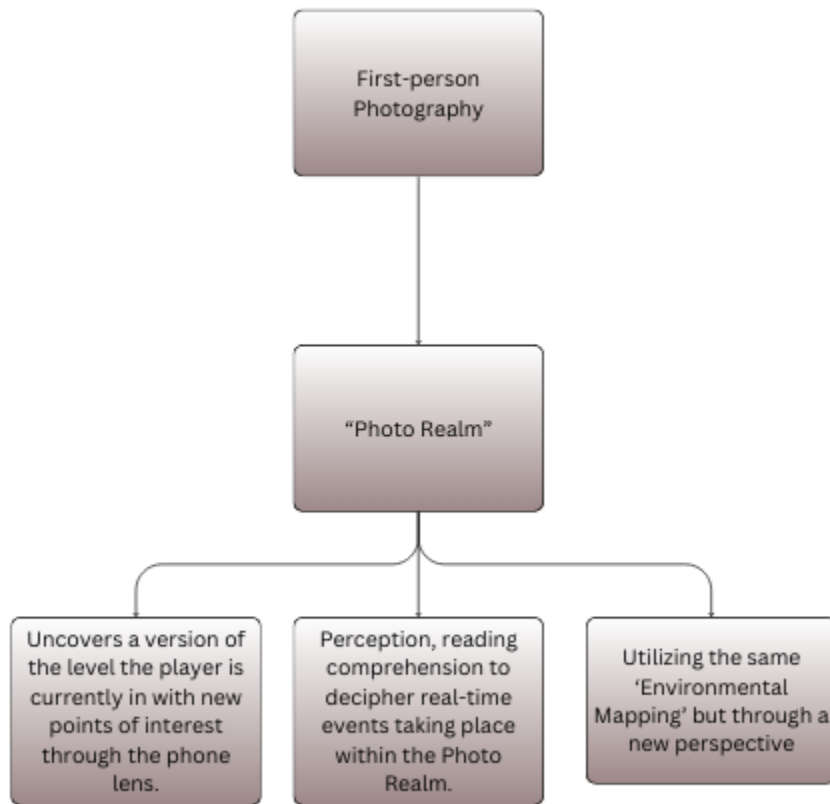


## Flip Phone Interface

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## First-person Photography



CONTROL Mapping

Default Key/Button Bindings:	Regarding face buttons on different controller peripherals:
<div><p>Toggle Flip Phone</p><p>Pause Game</p><p>Take Picture</p><p>Player Movement/Menu Navigation</p><p>Player Movement/Menu Navigation</p><p>Cancel/Right Phone Button</p><p>Confirm/Interact/Left Phone Button</p><p>Confirm</p><p>Player Look/Menu Navigation</p><p>Grey Text = Action uses multiple key/button bindings and may vary depending on the context. Black Text = Dedicated key/button binding for a particular action.</p><p>Cancel/Back</p><p>Confirm/Interact</p><p>Toggle Flip Phone</p><p>Confirm/Interact/Left Phone Button</p><p>Cancel/Back/ Toggle Flip Phone/ Right Phone Button</p><p>Player Movement/Menu Navigation</p><p>Confirm/Take Picture</p></div>	<div><p>Pickup</p><ul style="list-style-type: none"><li>X [Xbox Controller]</li><li>Button West [Gamepad]</li><li>Square [PlayStation Controller]</li><li>Y [Switch Pro Controller]</li></ul><p>Confirm</p><ul style="list-style-type: none"><li>A [Xbox Controller]</li><li>Button South [Gamepad]</li><li>Cross [PlayStation Controller]</li><li>A [Switch Pro Controller]</li></ul><p>Cancel</p><ul style="list-style-type: none"><li>B [Xbox Controller]</li><li>Button East [Gamepad]</li><li>Circle [PlayStation Controller]</li><li>B [Switch Pro Controller]</li></ul></div>