Game Design Document

Character Concepts Page 1.

Elzzup's Journey

Programmer: Robert MacNeil

Artist: Lindsay Jurcina

PROJECT SCOPE:

Timeline: 5 Weeks

Week one: Documents formed and started (maintain for duration)

Week two: First playable

Week three: Alpha build

Week four: Beta build

Week five: Final

ELEVATOR PITCH:

A 2d steampunk level-based platform/puzzle game.

STORY:

Elzzup, a robot created in the workshop is now being taught to complete puzzles as Elzzup completes them they get smarter and learn to make basic decisions, Elzzup after completing the test run chooses to leave the workshop instead of going to the scrapper by the mechanic's command. Elzzup continues through the world as if there is a puzzle to solve every time to continue.

GAMEPLAY:

Core mechanics -

1. Puzzles: Pushing pulling objects picking up items interacting with buttons/switches to open the next level.
2. Player controls: Left-Right movement, the ability to interact with objects, and the ability to jump.
3. Enemies/hazards: Enemy robots, spikes, spinning gears(crusher), steam vents.