The Game Design Document

# Game Concept

3D platformer game like Mario where you collect coins, avoid enemies and reach the goal of each level.

You can include examples of level sketches here in the Game Concept section of the GDD.

# Target platforms

Desktop: Windows, Mac, and Linux.

# Game mechanics

Player will be controlled with the arrow keys/jumping.

Game over if you run into enemies or fall off.

Home screen/Game over screen

Collect coins and show the score, and high score displayed on the game over screen.

Multilevel, you find a goal and move on to the next level.

Play a sound for coin collection.

Enemies will move up and down.

There will be platforms on different heights.

# Assets

Models: Player, Enemies. Terrain, Coin, and Goal.

Textures/images: Rocks background

Audio: Coin sound

UI: Pixel art font, background for the Game Over screen and Home screens.