

# Game Development Document

San2Art



# Game Development Document

Game Jam : Mini Jam 154 - Travel

## Info

<b>Name</b>	Travel In a box		
<b>Theme</b>	Travel	<b>Limitation</b>	All in a box
<b>Genre</b>	Platform	<b>Type</b>	2D, pixel art
<b>Platform</b>	Windows, Web	<b>Control</b>	Keyboard
<b>Start Date</b>	15/03/2024	<b>End Date</b>	18/03/2024
<b>Jam Link</b>	<a href="https://itch.io/jam/mini-jam-154-travel">https://itch.io/jam/mini-jam-154-travel</a>	<b>Game Link</b>	
<b>Language</b>	English		

## Tools

<b>Game Engine/Framework</b>	
<b>Version Control</b>	Github
<b>Artwork</b>	
<b>Sound</b>	
<b>Documentation</b>	Affinity Publisher
<b>IDE</b>	

## Timeline

<b>Concept &amp; Documentation</b>	15/03/2024
<b>Prototype</b>	16/03/2024
<b>Playtest</b>	same
<b>Artwork</b>	17/03/2024
<b>Sound</b>	same
<b>Fx</b>	same
<b>Playtest</b>	same
<b>UI</b>	same
<b>Final Touches</b>	18/03/2024
<b>Playtest</b>	same
<b>Website</b>	same



## Concept

- A rotating box, where time and zone changes as it rotate. Fight throw enemy as you run and avoid obstacles.
- Throw a box to place a locator and throw another one on top of yourself to travel to another place.
- You work in a travel agency. Your work is to travel throw lifts(box) that goes both horizontally and vertically and fix things along the way as you received messages.

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## Story

- *A rotating box, where time and zone changes as it rotate. Fight throw enemy as you run and avoid obstacles.*

You are a soldier doing your daily exercise. As you exercise day and night you gain more speed more energy. In the end you find out your not alone.

A ninja training to get better.

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## Script & Dialogue

- **On hit** - Bite the Bullet, Cover me
- **Level up** - On the double, Make a hole
- **With Allies** - Got your six, Roger that, Check six, Standby



## Gameplay

- Splash
- Animated Cover and menu
- Level 1
- Level 2
- Level 3
- Level 4
- Final Level (Level 1)
- End Splash

## Game Loop

- On Double Jump player come down like a parasuit. If jumped on the middle it spin.
- On sudeen break after running fast player will slide forward
- If player tried to move forward and backward at the same time it will dash.
- Player will show different emojis.

## Game Mechanics

- How to do what in the game.



# Player

- **Movement**
- **Ability**
- **Weapons**
- **Upgrades**
- **Stats**
- **Interaction** (with npc, items. collectable)

# Enemy

- **Movement**
- **Ability**
- **Weapons**
- **Stats**
- **Boss**

# World

- **Biome**



## Art & Fx

- **Color scheme :**
- **Art style :**
- **Particle Type :**
- **Fx :**

## Sound

- **Loop Sound :**
- **Action Sound :**
- **Room Finish Sound :**
- **Fx Sound :**
- **UI Sound :**

## UI

- **Menu**
- **HUD**
- **Pause**
- **Death**



## References

- **Color scheme :**
- **Art style :**
- **Particle Type :**
- **Fx :**
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## Credit

- **Loop Sound :**
- **Action Sound :**
- **Room Finish Sound :**
- **Fx Sound :**
- **UI Sound :**