GDD of PLACEHOLDER

# Description

Placeholder is a cooperative game about two characters who aim to both reach the end of the level without any unfortunate incident. Each of the two participating players can move and shoot the ground beneath them. Doing so change the color of the tile to the color of the other player. However, a player can only move through a tile of the color of your character. Which means that player A has to make the path for player B and vice versa.

# Game Loop

**Splash Screen >Main Menu >Play >Stage Select >GAME >Pause Menu >Exit**

**>Exit Game**

# Gameplay Elements

element

## Players

One player is white while the other's black.

Each of them control freely in a 360 angle.

## The sight

The sight has a cross shape.

It can only move up down left and right. And by one tile at the time.

## Game mechanics

mech

## Controls

The controls