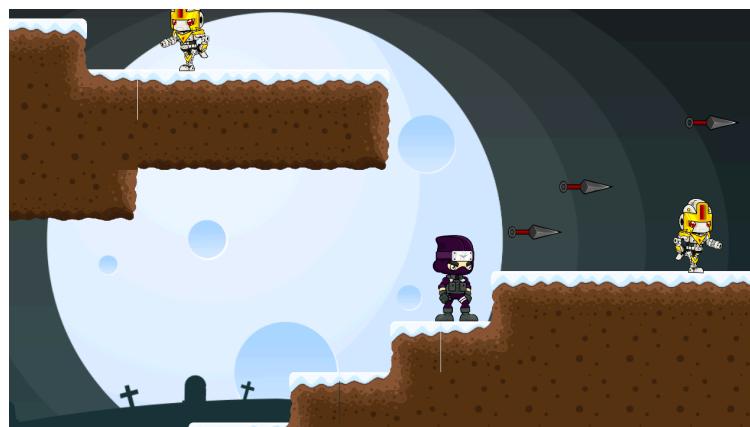
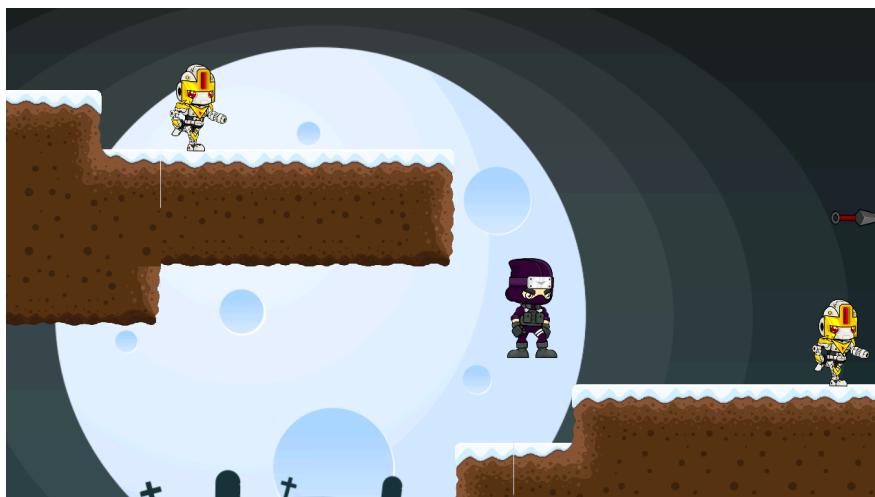


Moral

Game Design Document



Game Identity:

Stylized action platform about keeping players morality by not killing

Design Pillars:

Platformer, Action,

General/Story/Mechanics Summary:

The game uses a platform shooter to take the player to the next level in each scene. However there is a twist, the game focuses on morality so if the player hurts an enemy instead of dodging a part of the entire map will disappear making it harder for the player to win. The game has a way of winning the level without killing your enemy, you have to find that path in each level. You can win the game with killing your enemy as well however it is a lot harder.

Features:

Platform Scroller, Camera, Shooting, Animation, Dissapearing Elements,

Interface:

The player interface will be using the keyboard on computer, will future adoption to mobile development using a onscreen joystick. The player uses arrow keys to move and jump and then the player uses the spacebar key to shoot kunai blades.

Created using GoDot Gaming Engine

Art Style:

Enemy:

THE ROBOT - FREE SPRITE
gameart2d.com/the-robot---free-sprites.html



Player



NINJA ADVENTURE - FREE SPRITE
gameart2d.com/ninja-adventure--free-sprites.html

Kunai

NINJA ADVENTURE - FREE SPRITE
gameart2d.com/ninja-adventure--free-sprites.html



TileSet Level one

FREE WINTER PLATFORMER GAME TILESET
gameart2d.com/winter-platformer-game-tileset.html



TileSet Level two

FREE GRAVEYARD PLATFORMER TILESET
gameart2d.com/free-graveyard-platformer-tileset.html



Music/Sound

Throw:

Ninja throw sound from freesound.org by user taiters

Dead:

Enemy Dead sound from freesound.org

Background Music:

Background music "dragon loop 2" by Zagi2 from freesound.org

Next Level:

Next level "jingle_achievement_01.wav" by LittleRobotSoundFactory on freesounds.org