# Game Development Document

Version: 1  
Date: 3-4-2023  
Team: Vince, Robin, Tristan

# Story

You are captured by a demon lord, who wishes to make use of you and your extraordinary jumping powers. You need to escape to get to safety.

# Characters

Your character is called ‘Bob’, the hero who has to escape from the demon lord.

# Level & Environment design

It’s a game that consists of multiple levels. The first level takes place in a castle, the one you escaped from. The second takes place on a wasteland and the third on a grassy plains, to show you escaped from the demon lord.

# Gameplay, Art, Sound and Music

You need to jump from platform to platform, in order to reach the top of the level. When you reach the top of the level you move on to the next level.

The game has a blocky art style, you are a block, enemies are blocks and you jump onto square platforms.

You have stamina, and when you jump you lose some stamina. To regain your stamina you need to stand still.

The less stamina you have, the lower you jump.

# Team & Roles

Developers: Vince, Tristan

Level Design: Vince, Tristan

# Technology

This game is only available on PC

# User Interface, Game Controls

The game has a simple UI. The main menu has the following options: Start game, level select, quit game.

Your in-game UI has your Stamina.

Controls are the following:  
move: PC: WASD keys, Controller: Left Joystick

Jump: PC: Spacebar, Controller: Bottom key

Look around: PC: Mouse, Controller: Right Joystick

# Accessibility

You need to see the game, and you need 2 hands to use a keyboard and mouse, or a controller.

# Monetization

There will be no in-game purchase options.