|  |  |  |
| --- | --- | --- |
| Life Squeezy Lemon Squeezy | | |
| Game Design Document | | |
|  | | |
| Fruit ninja with your virtual hands | | |
|  | | |
|  | | |
|  | | |
| By: Solo-Stevie | | |
| Team members names | | |
|  | | |
|  | | |
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# Overview

## Description

Sometimes Life gives you lemons. Sometimes Life doesn’t. However, you run a lemon stand business so you gotta squeeze the lemons for a living and not squeeze the other stuff. This is a time-based challenge game where you try to get as high score as possible.

## Goals

A fast

## Pillars

Three pillars that will help inform your design decisions.

1. Intuitive design
2. Reaction based
3. Easy to play

## Hook

One button but contextual.

# 3 Cs

## Character

Who or what do we play as? What are the verbs, mechanics, and actions that the player can perform?

## Camera

What perspective is the camera? Are there any specific design considerations to how the camera functions?

## Controls

What are the button mappings for the controller?

# Features

## Feature Example

A description of your feature, system, gameplay mechanics, or whatever. Feel free to add sketches, mockups, or other supporting documentation.

# Production

## Kanban Board

Link to the board.

## Team Members and Responsibilities

|  |  |
| --- | --- |
| Team Member | Main Responsibilities |
| John Doe | Programming, Project Management |
| Jane Doe | Art, Design |
|  |  |
|  |  |

## Risks and Mitigation

Identify any risks and their possible mitigations. Add more rows as needed. Check example below.

|  |  |
| --- | --- |
| Risk | Mitigation(s) |
| Team has never made a rogue-like | Prioritize procedural content generation tasks, find online learning resources |
|  |  |

## Publishing

A link to the itch.io game page.

# Art

What is the game’s art style and direction?

Are there any art considerations, requirements, or constraints?

# Tech

What engine and engine version are you using?

Are you using any plug-ins or packages?

Are there any technical considerations, requirements, or constraints?

# Audio

What is the game’s audio direction?

Are there any audio considerations, requirements, or constraints?

# UI

What style will the UI be?

What UI elements will be needed in the game?

What information must be relayed to the player?