|  |
| --- |
| Global Game Jam – Game Design Document |
| Working TitleRoots of Evil |
| Contributors & Roles CodeLineNull/Aaron – 3D Asset Management & Unity Dev  SwillMith/Will – Code Developer & Unity Dev  Cathleen – 2D Asset Management  TerminalOath/Freddy – Soundtrack & Audio Asset Management |
| Development Dates ***Jan 30th 2023 – Feb 5th 2023*** |

# Project Scope

The game is to be submitted to the Global Game Jam 2023 after 5 days of development, on the 5th of Feb 2023. Features will need to be minimal with focus put on the gameplay loops to keep the player engaged and increase the replay-able-ness of the game.

## Theme

The assigned theme is ‘Roots’. The intention of the theme is open for interpretation.

## Style

The game will be a 2.5D platformer. 3D assets will create the environment, with the player controlling a 2D sprite character. 2D character allow for easy character movement controls so focus can be put on developing the integral features of the game.

## Features

An overview of the features to be included in the initial release include:

* Character moves around a 3D environment but on a 2D axis (left-right).
* Enemies spawn over time, trying to damage the player’s health.
* Player can gain points by attacking enemies. Attack by planting roots or hitting them with roots.
* Killing enemies increases player health, with health diminishing over time.
* Score is measured by number of seconds survives + points gained from killing.
* Enemies get stronger over time.

### Enemy Health

Enemy health will increase over time, making them harder to kill.

### Player Health

Player Health will decrease over time, making survival harder. Killing enemies will give health back.

### Score

Score will be measured based both on time, and number of enemies killed. This means players cannot just avoid enemies if they want a high score, but are still given incentive to survive as long as possible.