Temple Treasures

*One-page design document.*

## Game Identity / Mantra:

It’s a first person shooter where you have to shoot beams to defeat masked creatures who drop gems which opens a door to a temple if you put them in a specific order.

## Design Pillars:

Calm, magical, mysterious

## Genre/Story/Mechanics Summary:

This game is about an explorer who is always looking for more, through the mysterious and magical ambiance, you as a player want to explore more of the area, while on the lookout for enemies you have to defeat.

## Features:

I want the player to feel calm and serene, even though it’s a shooter. The creatures you have to defeat don’t die, they disappear, so you don’t really have the feeling that you killed them.

## Interface:

The player moves around with the ‘WASD’ buttons, runs with ‘LeftShift’, turns the camera by moving the mouse and shoots lightbeams and picking up items by clicking the ‘LeftMouseButton’.

## Art Style:

I like the artstyle from secret passages hidden objects.

## Music/Sound:

Serene jungle music, with djembe drums added.

## Development Roadmap / Launch Criteria:

**Platform:** Steam/PC **Audience:** Age/gender/interests.

|  |  |
| --- | --- |
| **Milestone 1:** Shooting mechanic complete  **Milestone 2:** Interaction with surrounding  **Milestone 3:** AI is working and dropping gems | **Milestone 4:** Temple door opens when gems are put in  ---------------------------  **Deadline: 22/03/2019** |