Game Design Document

# Project Codename: Tessara

Developer: Thaureon

Engine: Unity

Duration: ~1 month

Distribution: Personal website

Focus: Movement mechanics, upgrade gating

Graphics/Sound: None (excluded from scope)

## High Concept

A 2D platformer focused on unlocking and using movement-based abilities — jumping, crawling, double jumping, and swimming — to navigate levels. Players learn each ability through tutorial levels. Abilities may be required to access new paths or reach the goal.

## Genre

- 2D Platformer

- Metroidvania-lite / Exploration

## Target Audience

- Developers, peers, and portfolio reviewers

- Visitors to the personal website exploring system-driven game design

## Gameplay Overview

### Core Mechanics

- Walk / Run

- Jump

- Crawl / Crouch

- Double Jump

- Swim (unlocked ability)

- Full Map View (press M)

- Zoomed-out Camera

- Scene and UI Menus (Main Menu, Pause, Level Complete)

- Respawn system

### Level Structure

#### Learning Levels

Four hand-designed levels introduce each ability:

1. Jumping

2. Crawling

3. Double Jumping

4. Swimming

Each level ends with a Level Complete screen offering:

- ➤ Next Level

- ➤ Replay

- ➤ Main Menu

## Technical Design

### Abilities System

Flags:  
- CanJump  
- CanCrawl  
- CanDoubleJump  
- CanSwim  
  
Abilities are granted via collectibles in level chunks.  
Paths that require certain abilities are locked until acquired.

### Map System

Open full map with M  
Shows:  
- Player location  
- Ability locations  
- Exit/goal location  
No mini-map by default

## Stretch Goals

- Procedural generation system (chunk-based)

- Mini-map overlay

- Seed validation for playable paths

## Visual & Audio Design

- Graphics: Unity primitives only

- Audio: No music or SFX

- UI: Minimalist — functional menus only

## Project Scope

### Included

- 4 hand-designed tutorial levels

- Core movement abilities

- Full map system

- Menu and level flow

- Zoomed-out camera for full level visibility

### Excluded

- Visual assets and audio

- Story/narrative

- Combat or advanced platforming mechanics