Sage Derby

Professor Summers

Game Programming

Platformer Project GDD

Game Analysis

* This game is a simple platformer, where the player acts as a cube and can increase their speed or jump height at the cost of the other. This means that the player will have to figure out how much of each they will need in order to progress through the game.

Mission Statement

* This platformer game can give you thrill as you, the player, find out new and exciting ways to traverse the land. Such as the two acts of jumping and running. Figure out the perfect balance of each to find the best of both worlds. Adapt and find ways to make it past each level.

Genre

* 2d Platformer

Platforms

* For PC only

Target Audience

* The primary audience for this type of game is the general audience, since this game is minimalistic and focuses on basic and intuitive mechanics, it is easy for any player to turn on and play.

GamePlay

* Overview
  + In this game, the main mechanic is that players can decide on how high they can jump or how fast they can go at the cost of the other. This mechanic is the basis of the entire game, such as puzzles in the levels being based on this.
* Gameplay guidelines
  + This games aims to make and set up all of the game as simple as possible. This means make the mechanics intuitive and controls easy to learn. This also matches with the simplistic design.
* Control Scheme
  + The player can move horizontally and jump.
* Game Aesthetic
  + The game is minimalistic, so squares and simple shapes are the main objects.