Game Design Document

# Team Members

## Andrew Safonov - Producer, Art Director, Head Level Designer

Kenneth Lackner - Producer, Lead Programmer

# Game Overview

## High Concept (Elevator Pitch) You are a soul on its journey to the afterlife. Platform through a void to reach it peacefully.

## Game Summary You play as one of a few souls, and platform across the Void Between Time And Space to reach the afterlife. It is composed of black platforms in a white void and will have a large degree of verticality and the only real game over will be falling off the bottom of the map.

# Gameplay

## First Minutes

First off there is a small tutorial that introduces you to the controls through a spirit guide, it shows a bit of text as the character interacts with the guide, and you platform out of his house to begin the game.

## Game Flow

Tutorial -> open world -> potential losses -> win state.

## Victory/Lose Conditions

If you fall off the bottom of the screen, you go back to a checkpoint?, if you reach the end(the right side), you win and get to see a cutscene of the character stepping into the afterlife.

# Target Audience

Platformer enthusiasts, people that like esoteric and philosophical games?

People about teen age that are interested in the concept and philosophical implications of death and the afterlife.

# Strengths

The game is very simple, you only need to know how to use arrow keys and a space bar to be able to finish the game, and should we implement a story, it will be a simple one that allows more people to enjoy it.

# Weaknesses

The game as it is now is thematically weak, as we have yet to implement a story. The disparate elements are harder to bring together, and the player is given almost no flavor to supplement the mechanics.

# Opportunities

The game designer designed most of the game around just the basic jump, with a few sections that require further movement, allowing us to potentially implement a wider variety of characters with special abilities.

# Threats

Our team is two people, neither of which are especially well versed in art, animation, or music production, therefore our game is going to be weak in those elements until something changes.