**Design document**

**Mechanics**

- Player movement – Arrow keys

- World interaction – Using the mouse to move platforms and change to level to suit the player’s needs

- Moving platforms

- Gradually throughout the game the character becomes less dependent on the player through skills. (Increase challenge)

**Purpose**

* Strengthen relationship between character and the player (Player experience).

**Desired emotions**

Narrative emotions

- Sadness -

- Anger -

- Fear -

- Joy -

Gameplay

- Affection -

- Empathy -

- Fierro -

User experience

-

-

-

-

Design

-

-

-

-

Art

-

-

-

-

User interface

-

-

-

-

Research:

https://www.youtube.com/watch?v=BT9NSFWqz1g