# Group Project Design Document

## Pitch Statement

A Metroidvania where the world changes instead of the player character.

## Target Audience

Fans of games in the genre. Hardcore, enjoys challenge, likes exploration .

## Design Pillars

* A sense of adventure.
* Focus on gameplay and mechanics over narrative.
* Challenging, hardcore gameplay that takes time to master.
* A unique, interesting setting that players will get satisfaction out of exploring.

## Target Emotions

* Discovery – Finding areas and items.
* Curiosity – What’s going to be different when I return?
* Wonder – Seeing new places.
* Fiero – Completing challenges.
* Specific emotional tone on a per level basis for a varied experience.
* WORLD 1:

Anxiety, Unease

* WORLD 2:

Relaxed, Calm

* WORLD 3:

Out of place, lost, confused

## Gameplay Progression

1. Player starts in world 1. They explore until they reach an obstacle they cannot pass (Gate A).
2. The player gains access to World 2. They explore this new area and finds an obstacle they cannot pass (Gate B).
3. In world 2, the player finds an item which introduces a mechanic to world 1 (Key A).
4. The player returns to world 1 and can now pass Gate A.
5. The player finds an item in World 1 which affects World 2 (Key B).
6. The player progresses past Gate B in world 2, finds Gate C, and gains access to world 3.
7. The player finds Key C in World 3.
8. The player progresses past Gate C in world 2 and finds key D.
9. The player progresses past Gate D in world 3.
10. The player fights the boss.

## Narrative Outline

* A boss as the villain.
* Something taken from the player character as the inciting incident.
* Foreshadowing of the boss sprinkled across the levels.

## Player Character Moveset

2 Directional movement.

Jump

* Height based on length of time button held.
* Short hop at 1\* player head height, High jump at 3\* player head height.

Melee attack.

* 4 directions (up, down, left, right) aimed using movement input axis.
* Instant, short duration.
* Small arc in aimed direction away from character.
* Length of attack is roughly 2\* character width.
* Width of attack covers the entire character (shields fully from enemies in that direction)
* Attack Bounce: Attacking down while in the air and hitting an enemy gives a bounce of a medium jump height. Can be chained any number of times.

## Level Based Progression Mechanics

Gate A: A gap you can’t cross.

Key A: Floating moving jellyfish platforms.

Gate B: A ledge too high to reach.

Key B: Enemies from world 1 brought into world 2, used to attack bounce up to the ledge.

Gate C: A ceiling to smash that you can’t reach by jumping.

Key C: Introduce wacky gravity to get to the ceiling.

Gate D: A door you can’t open.

Key D: Introduce sunlight. Smash open ceilings so that light hits the door.

## Level Themes

### World 1

* Dark
* Uneasy/unsettled
* Cold
* Creepy

Gothic architecture.

Isopods, Slugs, Leeches, Spiders

### World 2

* Relaxing
* Warm
* Light
* Mysterious
* Something slightly off
* Too perfect

Natural.

Mix of forest and marine life.

Coral reef/shells.

Birds, Seahorses, Axolotls, Jellyfish

Becomes corrupted by world 1 – Animals die and reef becomes bleached.

### World 3

* Alien
* Confusing
* Lost
* Lifeless
* Glitch/Broken

Sci fi cityscape.

Abstract enemies. Could be digital or shadowy.