

# QuickEscape GDD

## Game name:

QuickEscape

## Genre

2D Side-Scroller / Speedrunner / Platformer

## Target Platform

- **Platform:** PC
- **Device:** PC
- **Programming Language:** C#

## Technical Specifications

- **Graphics:** 2D
- **Camera:** Dynamic camera that follows the player horizontally and vertically
- **Perspective:** Side view
- **Engine (Optional):** Unity (recommended for C# and 2D games)

## Core Gameplay Overview

The game is a **fast-paced 2D side-scrolling speedrunner** where the player must escape a rising **fire wall** after leaving a safe zone.

Once the player jumps down from the starting safe area, the fire wall begins chasing them. The goal is to **move forward as quickly and precisely as possible**, jumping across platforms of different sizes and heights while avoiding falling behind.

The player must rely on **movement skill, timing, and quick reactions** to survive. There is no combat—speed and platforming mastery are the main challenges.

## Player Controls

- **A** – Move Left
- **D** – Move Right
- **W** – Jump
- **W (Double Tap)** – Double Jump

## Player Mechanics

- **Running:** Fast and responsive horizontal movement
- **Jumping:**
  - Single jump for basic platforming
  - Double jump for longer gaps and vertical recovery
- **Momentum:** Maintaining speed is important for survival
- **Failure Condition:**
  - Player touches the fire wall
  - Player falls into the void

## Game World & Level Design

- Levels are **vertically and horizontally designed** to encourage fast movement.
- Platforms vary in:
  - Size
  - Distance
  - Height

- Some platforms require precise timing and double jumps.
- Levels are designed to reward:
  - Speed
  - Skillful movement
  - Route optimization

## Enemy / Hazard Design

### Fire Wall (Primary Threat)

- Constantly moves forward once the player leaves the safe zone
- Cannot be stopped or destroyed
- Creates pressure on the player

## Art Style

- Simple, clean 2D visuals
- Color Palette (Some slight Lighter and darker color variants used)
  - 5F0F40 Crimson Violet
  - 9A031E Deep Crimson
  - FFE8D6 Powder Petal
  - FB8B24 Princeton Orange
  - 1C37B0 Persian Blue

## Audio

- Looping music

## Features Not Included

- Power