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# Game Analysis

A dark astitc platformer where you have to die to continue.

# Mission Statement

Death is useful is a 2d platformer where the player has to light a torch then die. If the player dies before then they must go to the start of that section. The final score will be determined by how fast you made it through under the time limit.

# Genre

2D arcade, platformer

# Platforms

PC

# Target Audience

This is just for practice. Im testing out some things, mostly the art seeing how it would look.

# Storyline & Characters

could be a nightmare, who knows.

| Character | Description | Characteristics | Misc. Info |
| --- | --- | --- | --- |
| Player | Player | move left and right, jump | ? |

# Gameplay

## Overview of Gameplay

A pc, arcade style, platformer.I feel like there is something similar to this but i'm not sure what it is. The main selling point would be that you have to die to continue.

## Player Experience

First screen is the title where you are given four options. Start, Help, Leaderboard ,and Exit.

Help tells you how to play, leaderboard shows you the score, pretty self explanatory. When starting the game the player is next to a bed on a platform with a pit (the void) below, they must jump to the torch to light it (collision trigger) and then die, once they die they move to the next bed, no void but now there are spikes. The last level adds a spinning scythe that moves back and forth. if you die before lighting the torch you start back at the same bed for that level, you can not move on without lighting the torch.

## Gameplay Guidelines

No outlines in the art,all pixel art, no dialogue, only words/text is the title,time,and leaderboard, only movement is left,right,jump and falling.

## Game Objectives & Rewards

| Rewards | Penalties | Difficulty Levels |
| --- | --- | --- |
| When done there score is shown on a leaderboard | the void,spikes , and a spinning scythe | only normal (medium) |

## Gameplay Mechanics

| **Character Attributes** |  |
| --- | --- |
| **Character** | **Movement Abilities / Actions Available** |
| No name player | move left, right,jump, and fall. |
|  |  |
| **Game Modes** |  |
| normal | easy to medium difficulty |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| time | a timer that stops when you complete the game |

## Level Design

| **Levels** |  |
| --- | --- |
| 4 levels in one scene | A long room separated into 4 parts, to get to the next section you need to light a torch then die.  part one has a pit  part two has spikes  part three has both  part four has both and a scythe |

# Control Scheme

| **Button/ Touch Input** | **Action it Performs** |
| --- | --- |
| left arrow / A  right arrow/ D  space | move left  move right  jump |

# Game Aesthetics & User Interface

Purples in the surroundings and pink/reddish colors in the player. The art is more cartoony/pixel art. The time would be at the top of the main level and at the end the score is displayed on the center of the screen.

# Schedule & Tasks

| Task | Is it done? |
| --- | --- |
| Layout | yes |
| player controller | yes |
| hazards | yes |
| death | yes |
| scoreboard (export to file, get scores from file) | no |
| start screen | no |
| score screen | no |
| help screen | no |
| Art | no |
| GDD | yes |
| One sheet | yes |
| TDD | no |

| Final Showcase |  |
| --- | --- |
| Powerpoint + Youtube video | no |
| story outline | no |
| Main Character | no |
| gameplay elements | no |
| hardware needed | no |
| market | no |
| Demo | no |