Game Design Document

[Guardians of the Elements]

Executive pitch

Guardians of the Elements is a 2D Platformer Adventure RPG where players quest to use the different elemental heroes to win in the war of the elements and defeat the dark force.

Mechanics

- Fight monsters and enemies.
- Avoid traps, move, and jump very fast in the platformer.
- Use different heroes to beat the game.

Unique Selling Points

- Unique abilities and skills for each hero
- 10 playable Elemental heroes
- Elemental state where the player can use the full power of the heroes

Story

TBA

Objectives

TBA

At a glance

Release date

June 2027

Genre

Adventure RPG

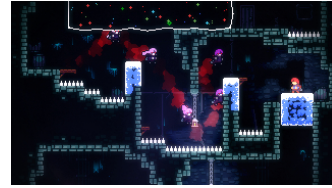### Art Style

2D Platformer

Platform

PC, Mac

Price

$7.49

Reference art

Dead Cells

Hollow Knight

Celeste