Introduction (scope): blah blah

**1&2 Features which makes it different:**

Platformer with battle mechanic akin to fighting game genre. Players can traverse through the stage towards the end while battling against legions of enemies using combos and juggles.

**3 Basic idea of the world, and the characters of the world:**

The world of the game is loosely based on the Mobile Suit Gundam Franchise. Characters and enemies are soldiers piloting deadly mechanical war machines known as Mobile Suits.

**4 Player’s Motivation:**

* Players will want to play this game if they are fans of platformer genre, action genre, fighting games, Sci-Fi, and Mecha.
* The setting, levels, and fast paced action will give the platformer a modern twist.
* To keep players interested in the game, there will be unlockable characters for players to explore different play styles and combos.
* There will be new dialogue depending on which character is being played
* Hidden achievements with in game benefits

**5 Unique Selling Points:**

* Shares the Gundam universe, fans of Gundam series will likely be interested.
* Multiple playable characters
* Different branching dialogue stories depending on player’s character
* Platformer with exciting combat mechanics
* Achievements and unlockables

**6 Genre:**

Action Platformer

MetroidVania

Brawler

RPG

**7 Similar Games that inspired this Genre:**

Metroid

Megaman

Super Smash Bro.

**8 Target Market:**

Teens to Adult

Likes platformer

Likes action

Enjoys depth in games

**9 Design Goals:**

At least 2 playable characters

At least 2 levels

At least 1 boss

At least 5 items

At least 5 achievements

At least 2 enemy types