

One-pager Shape Dungeon

Game Identity / Mantra:

Guide sentences :

- *A satisfying and restful experience.*
- *A rewarding puzzle game.*

Design Pillars:

Keywords : *restful, calm, fluid, cut, rewarding, challenging but not too much, peaceful*

Genre/Story/Mechanics Summary:

Genre: *Puzzle*

Story: You play as a small being whose ability is to change shape. Your goal is to get out of the terrifying dungeon you are locked in. To do this, you will have to face and solve the puzzles of the dungeon.

Mechanics design philosophies :

- *The mechanics should be explicit, we don't want the player to feel lost or not in control.*
- *The experience should feel challenging in a way that the player's stress doesn't rise too much.*
- *The experience should be peaceful, so challenges should be about understanding, not about performing.*

Features:

Character:

- *Movement.*
- *Shape switching.*

Puzzles:

- *Shape matching.*
- *Shape combination.*
- *Shape combination in a particular order.*

Environment & atmosphere:

- *Peaceful.*
- *Dungeon.*

Interface:

Inputs :

- *Movement*

Mapping :

- **Mouse & Keyboard :**
 - *Movement* → *QASD*.

Development Roadmap / Launch Criteria (this is just a guideline) :

Platform: *Itch.io*

Budget: *NA*

Audience: *6+/any gender/puzzle enthusiast.*

Milestone 1: *Character mechanics prototype - 31/ 08/2021.*

Milestone 4: *Polish - 15/09/2021.*

Milestone 2: *Puzzle mechanics prototype - 7/09/2021.*

Release: *20/09/2021*

Milestone 3: *Puzzle Level design prototype - 10/09/2021.*