

CubeSlide 3D

Game Design Document (GDD)



'Slide until you can't slide no more.' - MAAD Studios

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1 Game Overview

Title: Cube Slide

Platform: PC/MacOS Standalone

Genre: Music Platform Game

Rating: (10+) ESRB

Target: Casual gamer

Serious gamers

Release date: December 9, 2019

Publisher: MAAD Studios

Description: Cube Slide is a simple music platformer where you play as a geometric cube within a neon grid. The rules are simple, keep heading towards one direction until you reach the finish line. The catch is you must avoid running into obstacles by simply jumping over them. Your cube automatically moves towards the x direction in a constant pace, so all you have to do is to hit the spacebar to jump over obstacles.

2 High Concept

Cube Slide places the player into the body of a cube within a neon world. Electronic dance music surrounds the player in this brightly-lit world, and the player must help the cube reach the end of the grid by jumping over geometric obstacles.

3 Unique Selling Points

- Mesmerizing neon lights
- Electrifying EDM music
- Simple, yet fun gameplay

4 Platform Minimum Requirements

PC AND MAC STANDALONE

OS: Windows XP SP2+, Mac OS X 10.8+

Graphics Card: DX9 (shader model 2.0) capabilities, generally anything made since 2004 will work

5 Competitors / Similar Titles

- Geometry Dash
 - A direct inspiration, Cube Slide is a 3D rendition of Geometry Dash (2D), therefore it is better.

6 Synopsis

In an 80's wireframe geometric grid, filled with bright neon lights and electronic dance music, a player must help a cube jump over geometric obstacles in order for it to reach the end of the course.

7 Game Objectives

The objective is to help the cube jump over obstacles so that it may reach the end of the grid.

8 Game Rules

Press space to jump, and don't crash into anything. The top of cubes are safe to jump on' the sides however, are not. The spikes are not safe to jump on at all.

9 Game Structure

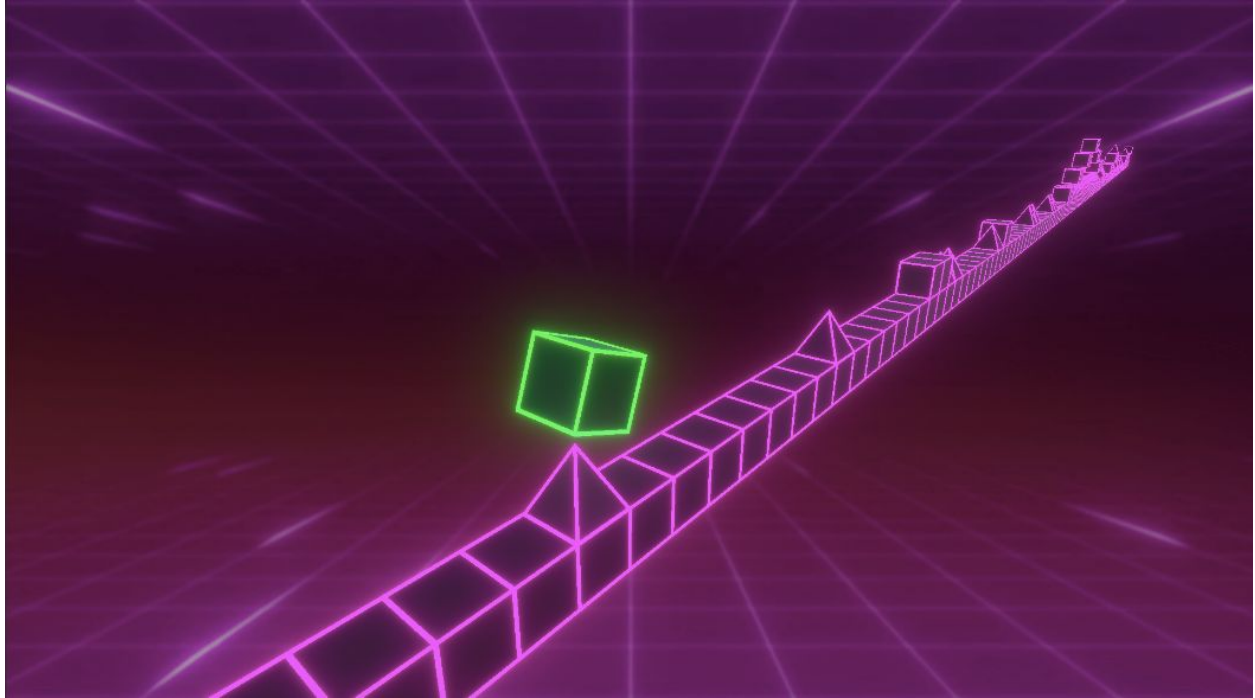
Main Menu → Gameplay → End Screen

10 Game Play

10.1 Game Controls

The player uses the mouse and the left click button for selections in the main menu. During Gameplay, the player uses space to jump and the escape key to pause.

10.2 Game Camera

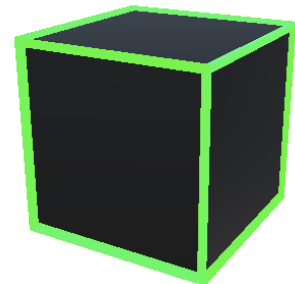


When the game starts, the camera will focus on the cube from a fixed point of view and follows it along the grid. The background is simply a single image fixed into the camera.

11 Players

11.1 Characters

The cube has been trying to make it through the grid its whole life, constantly running into obstacles over and over again. Now that the player is here to help it jump, it now has the chance to fulfill its own lifelong dream.



11.2 States

- **Slide:** The cube simply slides across the grid.
- **Jump:** The cube performs a front flip rotation as it jumps. The cube resets to its default rotation upon landing
- **Death:** The cube breaks into numerous smaller cubes that scatters everywhere upon crashing.

12 Art

12.1 Setting

The game takes place in a neon-lit wireframe grid. The game is designed to give off a 1980's neon grid type of vibe, like the one given off by Tron. Everything in the grid is made of simple geometric shapes, specifically cubes and pyramids.

12.2 Level Design

The level consists of 3-dimensional geometric shapes, namely cubes and pyramids. The stage itself is built upon a single row of geometric cubes. Cubes represent the ground and basic platforms while pyramids represent spikes. The single spawn point for the player is placed at the beginning of the geometric track.

12.3 Audio

Main Menu Music: Daft Punk - Around the World

Gameplay Music: Deadmau5 - Ghosts N Stuff

Button Sounds: Created from scratch using Ableton Live

Collision Sound: Created from scratch using Ableton Live

13 Wishlist

- Added more levels
- Implement transitions for levels
- Add an animation for respawn
- Add an attempt counter