## **Game Identity / Mantra:**

Simple story based platformer about a girl Misha looking for her father and making her way to the surface of her planet.

## **Design Pillars:**

Story based, Action packed, MetroidVania.

## **Genre/Story/Mechanics Summary:**

This game uses the 2D platform and metroidvania genre to tell a story about humanity that has been forced to go into hiding underground because of AI taking over.

## **Features:**

Reversed gravity, metroidvania, emotional story, immersive.

## **Interface:**

List the player input method, the controls, and how the player interacts with your game.

## **Art Style:**

My game has a dark art style due to the fact that it is underground. A similar example would be Hollow Knight which is a 2D platformer with a very ark art style.

## **Development Roadmap / Launch Criteria:**

**Platform:** Steam/Google Play/iOS/Web. **Audience:** 12-30/Male and Female

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| **Milestone 1:** Mechanics complete - 12/1/19  **Milestone 2:**Tutorial Complete - 12/12/19  **Milestone 3:** Levels complete - 01/30/19 | **Milestone 4:** Polish complete - 3/1/19  ---------------------------  **Launch Day:** 4/10/19 |