Game Design Document (GDD)

Game Title:

Steal The Kingdom’s Treasure

High Concept:

A simple 2D pixel-art platformer where players collect treasures, defeat bosses, and save the kingdom.

Genre:

Action, Advanture

Platform:

PC, HP, Lapton, Computer, Tab

Target Audience:

Anyone who enjoys fun, family-friendly games.

Core Gameplay:

Goal: To take super tight royal treasures.

Actions: forward, backward, right, left, take, in, out

Jump, run, and dash.

Explore for hidden treasures.

Rules:

Cannot be seen even before the guard responds, and only has 3 hearts for repetition.

Story:

Before the game the player must give a name to be able to enter the game. One level has 5 episodes that must be played, after completion the player will be changed to the second level with a different kingdom, and the level of difficulty becomes increasingly difficult with the presence of many guards. However, if you have succeeded in everything up to level 5 or the last level, you will be made king of a kingdom and must guard it with all the treasures you stole or that you have in your account. If your kingdom is stolen by someone then you will be treated as an ordinary person like in the beginning and lose.

Level Design:

Level 1: Early kingdoms where it was too easy to steal treasures

Level 2: The second kingdom is still easy, just lots of guards to steal treasures

Level 3: The third kingdom is difficult and you have to use strategy to steal treasure

Level 4: The third kingdom is very, very difficult and you have to use tough strategies to steal treasure

Final Level: The third kingdom is at boss level and you have to use everything.

Be the king: have fun

Art Style:

Colorful pixel art with retro charm.

Sound Design:

Happy background music.

Fun sound effects for jumping and collecting items.

Controls:

Keyboard: Arrows to move, Space to jump, X to attack.

Progression:

Collect Light Crystals to unlock levels.

Find upgrades like Double Jump and Stronger Sword.

Team Roles:

Designer: Creates the game idea.

Programmer: Builds the game.

Artist: Draws the characters and levels.

Sound Designer: Makes music and sound effects.

Timeline:

Month 1-3: Build the basic game.

Month 4-6: Add levels and polish.

Month 7: Test and release.