Game Concept

Glari

Made By:

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**Stats**

**Target Platform:** PC & Xbox

**Target Audience:** All

**The ways the game can be controlled:** Mouse/Keyboard & Controller

**Genre:** Platform

**The purpose of the game:**

**Comparable games:** Super Mario 3D World

**Overview**

**Broad Description of the game:**

This game is a 3D platformer where you as the player have to find a new home because your old home got destroyed by monsters. You want to move far away and start over in a different area. But there are many obstacles in your way to get to the destination.

**The setting of the game:**

Each Area has X amounts of levels with the same style/theme. The first is your home area in the forest.

**The story of the game:**

You are trying to find a new home after yours got destroyed by monsters.

**Features**

**List with the most important Features:**

* Walking/Running
* Jumping(double jump)
* Punching/Shooting
* Power ups
* Collectables
* Boss Battles

**Gameplay**

**A description of the most important game mechanics:**

**Mouse & Keyboard:**

WASD = Walking

Left Shift = Sprinting

Space = Jumping

E = Interacting

Left Mouse Button = Punching/Shooting

**Controller:**

Left joystick = Walking

A = Jumping

X = Punching /Shooting

Y = Interacting

Left Trigger = Sprinting

**Moodboard**

