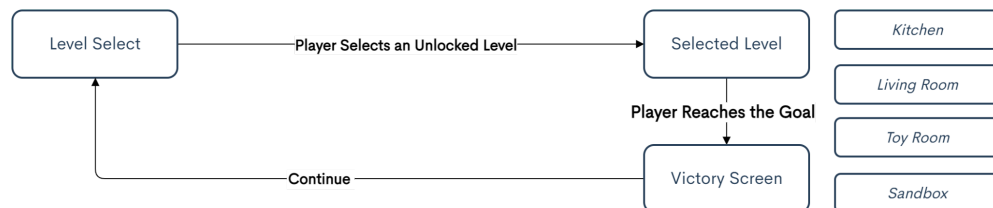


# Friendly Fire Brief GDD

Friendly Fire is a 3D collectathon that places the player in control of a candle flame exploring a home at the size of a thimble. The game focuses on platforming and exploration, and is intended for a younger audience (8-13 y/o console gamers).

## Core Gameplay

The game focuses on a simple gameplay loop of introducing the player to a certain room of the house, showing them the end goal for the level, and then allowing them to explore. Collecting the diamond at the end goal will send the player back to the level select screen.



## Player Exploration

- The player can move using WASD/Left Stick.
- The player can pivot the camera around using the Mouse/Right Axis.
- The player can jump and double jump using Space/A Button
- The player can dash using the Left Shift/B Button.
- The player can examine objects using the E Key/X Button.

## Environment

- The levels take the form of scaled-up rooms in a house.
- The Kitchen level is filled with water that can hurt the player.
  - It focuses on teaching the player how to use the basic movement abilities.
  - Divided into three portions:
    - The Table - Spawn location for the player to get bearings.
    - The Counter - Platforming challenges to reach collectibles.
    - The Cabinets - Platforming challenges/enemy fights.

## Pickups

### Charcoal

- Basic pickups, add to your total.
- Used in a shop for cosmetics.
- **Use to guide players.**

### Diamond

- Goal for each level.
- Returns the player to level select