**[Game Design](https://docs.google.com/document/d/1Vl7BMvzUOhbunJrI_X1gUc6x-LAp3aaBiPwHUf27B70/edit#heading=h.lr899156xjnx) Document: Project Fantasy**

**Title:**

**Version: 1.0**

**Date: [Date]**

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# 1. Overview

### [1.1 Concept](https://1drv.ms/w/s!Aiiu84zgwy0FhJZJa10RB2TUsBd8LA?e=uM6Zfj)

Space Explorer is a 2D side-scrolling adventure game where players take on the role of an intergalactic explorer. The goal is to navigate through various planets, avoid obstacles, collect resources, and discover hidden secrets in the vast universe.

### 1.2 Target Platform

* Initially, Windows and macOS
* Potential for expansion to iOS and Android

### 1.3 Target Audience

* Casual gamers
* Age group: 10 and above

# [2. Gameplay](https://1drv.ms/w/s!Aiiu84zgwy0FhJZNaxzMmiMUKrrx4w?e=uCI9vn)

### 2.1 Mechanics

* Side-scrolling movement with jump and crouch actions
* Collectible items for score and power-ups
* Avoidance of obstacles and enemy creatures
* Upgrades for the explorer's spaceship

### 2.2 Progression

* Levels increase in difficulty with more challenging obstacles
* Players earn points for collecting items and completing levels
* Unlockable achievements and rewards

# 3. Story

### 3.1 Background

In the year 3030, Earth's space agency discovered a new galaxy teeming with unknown planets and resources. You, as the Space Explorer, are sent on a mission to explore and document these planets.

### 3.2 Objective

* Uncover the mysteries of each planet
* Gather valuable resources
* Avoid hostile alien creatures

# [4. Characters](https://1drv.ms/w/s!Aiiu84zgwy0FhJZP5XLmFHnNYY6epg?e=qnxbRj)

### 4.1 Space Explorer

* Player-controlled character
* Equipped with a customizable spaceship
* Upgradable abilities

### 4.2 Alien Creatures

* Various hostile creatures on each planet
* Different types with unique behaviors

# 

# **5. Levels**

### 5.1 Planet Environments

* Forest planet, Ice planet, Desert planet, etc.
* Each planet introduces new challenges and obstacles
* Hidden paths and secrets

# 6. Art and Assets

### 6.1 Visual Style

* Bright and colorful 2D graphics
* Cartoonish style for characters and environments

### 6.2 Assets

* Spaceship designs, planet backgrounds, collectible items

# 7. Controls

### 7.1 Keyboard Controls

* Arrow keys for movement
* Spacebar for jump
* Down arrow for crouch

### 7.2 Gamepad Support

* Compatibility with popular game controllers

# [8. Sound and Music](https://1drv.ms/w/s!Aiiu84zgwy0FhJZRWSf9ZMHgoKE58Q?e=adIwWI)

### 8.1 Sound Effects

* Spaceship engine sounds, collectible pickups, enemy creature noises

### 8.2 Background Music

* Upbeat and adventurous tunes matching the space exploration theme

# 9. Technical Specifications

### 9.1 Game Engine

* Unity (version X.X)

# 9.2 Platform Requirements

* Minimum system requirements

# 10. Marketing and Monetization

### 10.1 Marketing Strategy

* Social media promotion
* Influencer partnerships

### 10.2 Monetization

* Free-to-play with in-app purchases for cosmetic upgrades
* Ads for non-paying players

# 11. Credits

### [11.1 Development Team](https://denim-sailor-45f.notion.site/74cfc08cc5974b33a632cdb1568ebc85?v=ae46750110f74e8fa216820169e4af66)

* Lead Developer: [Your Name]
* Artists: [Artist Names]
* Sound Design: [Sound Designer]

# 11.2 Special Thanks

* [Acknowledgements]