GDD: Shift

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# Summary

## Elevator Pitch

Shift is a puzzle platformer in which the player assembles the level in antigravity and then engages gravity to complete it. As the player advances through the game, they use more advanced features to shape the level in different ways and solve more complicated puzzles.

## Description

Each level contains various blocks and a target square. The level starts in antigravity mode, and the player pushes the blocks around to their desired locations. Then, they engage gravity mode, the blocks and player fall to the ground (or stack, if placed on top of other blocks) and they play through the level like a normal platformer. Three specialized blocks add unique features – higher jumping, dissolving platforms, and inverting gravity.

* Engine: Unity
* Platform: PC
* Art Style: 2D

## Features

* Player
  + Move up/down/left/right (in antigravity mode)
  + Push blocks up/down/left/right (in antigravity mode)
  + Move left/right and jump (in gravity mode)
  + Shift between gravity modes
* Special blocks
  + Goal block – player target
  + Jump block – allows player to jump higher off of it, plays sound and animation
  + Crumble block – crumbles into dust rapidly after player touches it, plays sound and animation
  + Reverse gravity block – inverts gravity for the entire level (player and blocks), plays sound and animation
* Menu
  + Main menu, level select, pause menu, basic picture tutorial

# Resources

## Art

* Background
* Game title
* Player (animate continuously)
* Standard block
* Goal block
* Stone block
* Jump block (animate on jump)
* Crumble block (animate after touched)
* Reverse gravity block (animate continuously)

## Sound

* Spring block sound – “boing”
* Crumble block sound – very small explosion
* Reverse gravity block sound – a spacey beam-me-up sound
* Button click sound
* Zen background music