Game Design Document Outline

#### **1. Title of the Game:**

* Choose a catchy and relevant title for your 2D platformer.

#### **2. Creating the Game Idea:**

* **Concept Overview:**
  + Briefly describe the theme, setting, and overall concept of the game.
* **Unique Selling Points:**
  + Identify what makes your platformer stand out. This could be a unique game mechanic, art style, or narrative element.

#### **3. Player Experience:**

* **Target Audience:**
  + Define the target demographic for your game.
* **Emotional Experience:**
  + Describe the emotions you want players to feel while playing (e.g., excitement, challenge, nostalgia).

#### **4. Goals:**

* **Primary Objective:**
  + Outline the main goal or mission of the player.
* **Secondary Objectives:**
  + Include optional objectives or challenges for players seeking additional rewards.

#### **5. Systems:**

* **Character System:**
  + Describe the player character, including abilities, limitations, and any progression system.
* **Environment System:**
  + Detail the types of platforms, obstacles, and interactive elements in the game world.
* **Progression System:**
  + Explain how the game will become progressively more challenging or introduce new elements.

#### **6. Core Game Loop:**

* Describe the fundamental actions players will take and the sequence of events that define the core gameplay loop.

#### **7. Guiding the Player:**

* **Tutorial:**
  + Outline how the game will teach players basic mechanics through a tutorial.
* **Level Design Principles:**
  + Explain how level design will guide players naturally through the game, introducing new concepts gradually.

#### **8. Game Feel:**

* **Controls:**
  + Describe the responsiveness and feel of the controls.
* **Audio-Visual Feedback:**
  + Explain how sound effects and visual cues will enhance the player's experience.

#### **9. Teach the Player to Play:**

* **Onboarding:**
  + Detail the onboarding process for new players, focusing on the first few minutes of gameplay.
* **Learning Curve:**
  + Explain how the difficulty will ramp up, ensuring that players have the opportunity to master new skills gradually.

#### **10. Art Style and Aesthetics:**

* **Visual Style:**
  + Describe the art style, color palette, and overall visual aesthetics.
* **Audio Style:**
  + Specify the music and sound effects that will contribute to the overall atmosphere.

#### **11. Technical Requirements:**

* **Platform:**
  + Specify the platform(s) for which the game is designed (e.g., PC, mobile).
* **Technology Stack:**
  + Outline the tools and technologies required for development.

#### **12. Team Roles:**

* Assign specific roles to team members, such as game designer, artist, programmer, etc.

#### **13. Timeline:**

* Create a rough timeline with milestones for different stages of development.

#### **14. Conclusion:**

* Summarize the key points and goals of the game.