

Game Title

Game Design Doc

Game Identity/Mantra

Two players are working together to have the abilities needed to fulfill good deeds for NPC's in the area. One player is putting different abilities in the other player so that they can traverse the area

Design Pillars

- Prevail
- Compassion
- Pack

Genre

Puzzle/Exploration

Platform

PC

Target Audience

10+

Art Style

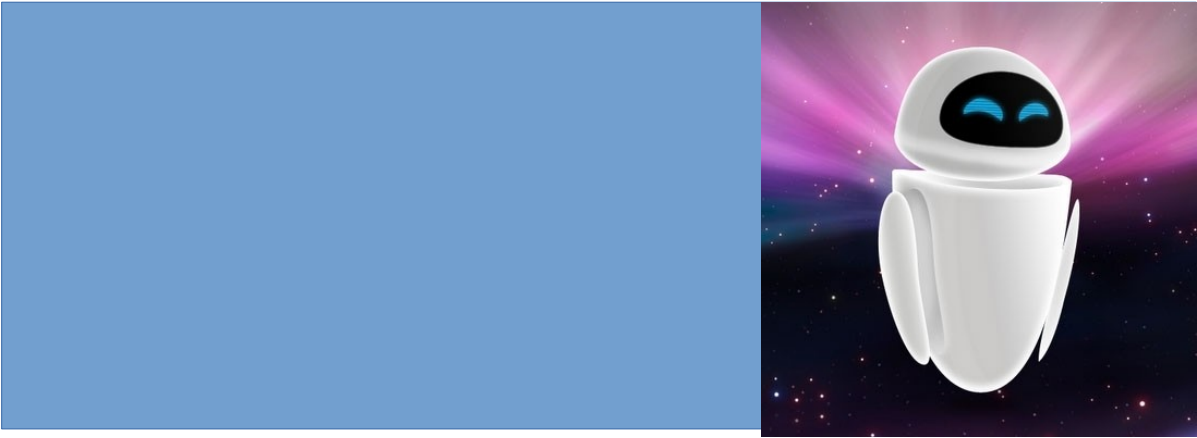
Simple and clean

Features

Online Asymetric Multiplayer
Tetromino Manipulation
World Exploration
NPC's
Energy Management

BC Game Jam 2020

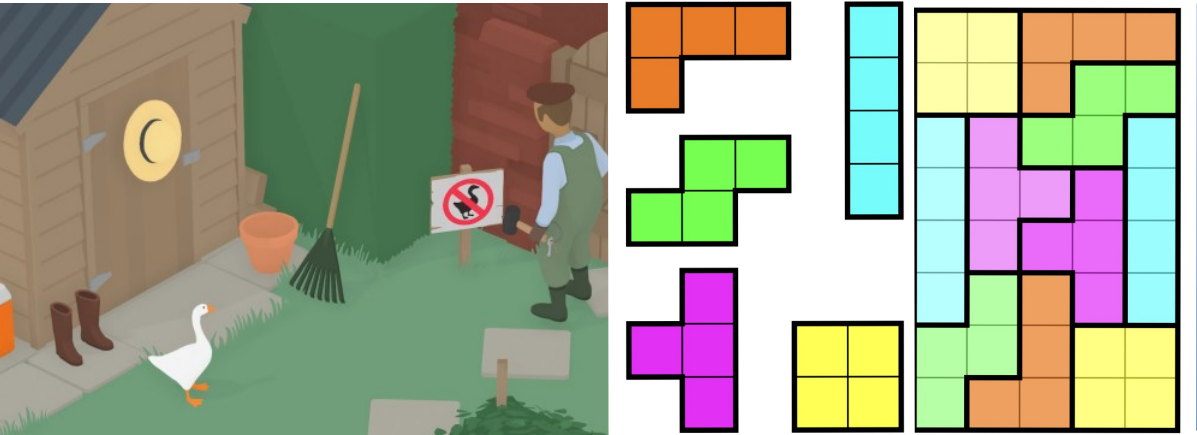
Gameplay Summary



Robo, is the character who interacts with the world. There are many obstacles around which will prevent them from being able to reach their goal. While utilizing sunny area's to recharge they will communicate with their friend on their back to tell them which abilities they need to overcome obstacles in their way. Different powers cause power drain. Waterproof, Floating, Heatproof, Ascending, Descending, Chop Tree, Break Rock, Pickup Item, Give Item, Radar. Solar Powered

Raccoon. Has access to all the abilities which are different sized and shaped blocks. They will drag and drop different blocks into their Robo which will engage different abilities they can use in the world.

Interfaces



Example of visual style and tetromino example

Robo is running around trying to find an apple. They approach a river and see a sunny patch, they ask Raccoon to equip the radar to see if the apple is across the river. From the radar direction they can tell the apple is across so they ask Raccoon to allow them to cross the river. Raccoon equips the waterproof and floating abilities

Rough Development Roadmap

Milestone 1	Initial Prototypes	Noon Saturday
Milestone 2	Games Networked	10AM Sunday
Milestone 3	Polishing	3PM Sunday
Milestone 4	Game Submission	4pm Sunday
Release		0/0/00