

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

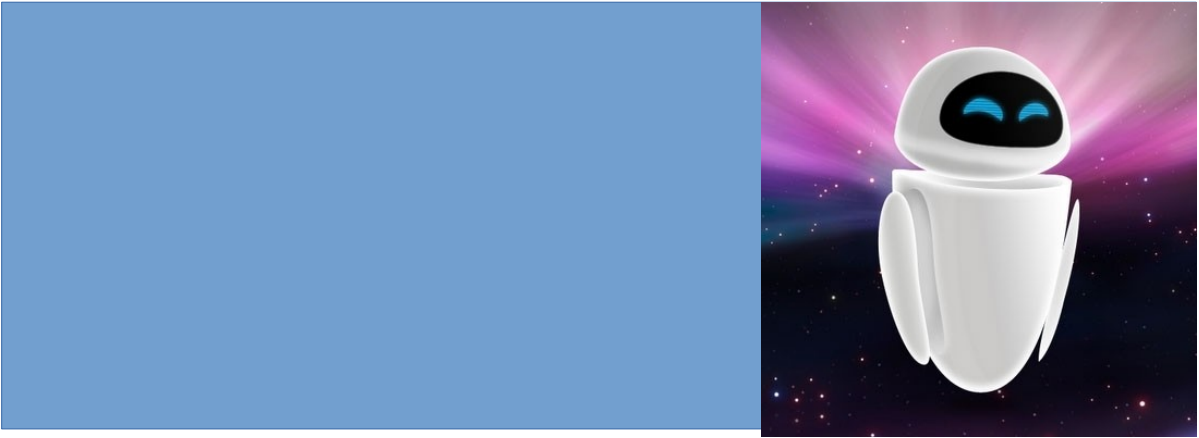
Description of the art style . Include references to other works

Features

Online Asymmetric Multiplayer
Tetromino Manipulation
World Exploration
NPC's

BC Game Jam 2020

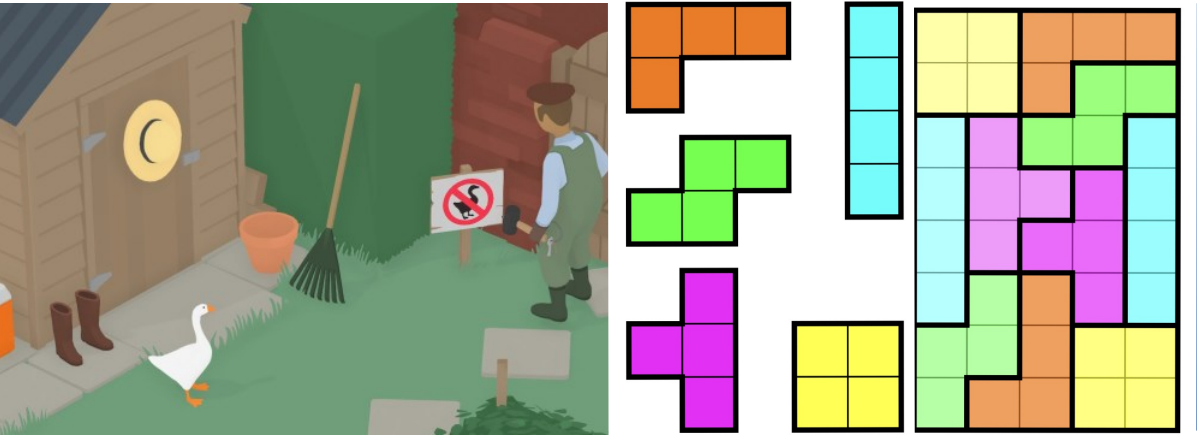
Gameplay Summary



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

RaccooRobo. 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.

Interface



Example of visual style and tetromino example
Robo is a top down exploration game.
RaccooRobo is a tetromino manipulation game.

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