Game Design Document

1. **Basic Premise of the Game**

The player uses their mad parkour skillz to complete quests, earning them money to buy a gumball.

1. **Victory and Progress Criteria**

Each level is completed after beating the boss and earning a specific amount of change. The player beats the game when the beat the final boss, thus earning them the quarter for a gumball.

1. **Failure Criteria**

Player runs out of health and, in some cases, runs out of time.

1. **Difficulty Assessment**

Each level is more difficult than the last. Jumps gain wider gaps and some require boosts to complete. Puzzles become more complex.

1. **Game Controls**

WASD and arrow keys to move around and move to different options. Spacebar to jump, select options, and advance dialog.

1. **Rough Game Storyline**

The player wants a gumball, but realizes they don’t have a quarter to buy one. The game follows the player as they complete quests that will slowly earn them $0.25. Yes, everyone is too cheap to just give the poor player a quarter.

1. **Game Introduction And Controls Training**

The player makes their way to a gumball machine only to realize they have no quarters once they arrive. The controls will be introduced to the player as they encounter obstacles along the way to the gumball machine.

1. **Game Conclusion**

After the player beats the final boss, the boss transforms their miscellaneous change into a full-blown quarter. The player can finally buy their gumball and live happily ever after.

1. **Game Events**

Player collects loose change, gather power-ups, interact with buttons and NPCs, and trigger traps. Enemy NPCs can damage the player.

1. **Basic User Interface**

3D game with a third-person camera. Health is in upper-left of screen. Brief overview of picked up items in the bottom-right. Dialog box along the bottom when applicable. Possibility of a minimap in the bottom-right. Power-up indicator in the top middle of the screen.

1. **Scoring and Other Game Measurements**

Score can be determined by time it takes to complete a level.

1. **Multiplayer and Online Modes**

No multiplayer or online modes are planned.