**Nora**

**Gameplay Systems Planning**

**-Foundation of the game.**

1. Define the premise of the game and what makes it unique.
   1. 2D
   2. Camera: side scroller
   3. Player controls a character
   4. Style:
      1. Fantasy
      2. Cartoony
   5. What makes it unique in comparison to other games:
      1. Mechanics
      2. Look
      3. Story
2. Define the base player package properties.
   1. Character movement:
      1. Walk
      2. Run
      3. Jump
   2. Character interaction with the world: Shooting/Melee
3. Define what abilities, weapons, tools, equipment that the character will obtain throughout the course of the game.
   1. How many unique ways can the character movement abilities upgrade:
      1. Double jump
      2. Wall jump
      3. Wall crawl
      4. Dash
   2. Character interaction upgrades:
      1. More powerful weapons
      2. Health bar increase
      3. Rebreather(for underwater)
      4. More powerful swords
      5. Parrying
   3. If the character uses projectiles then how many different ways can they move:
      1. Arc
      2. Fly straight
      3. Fire rapidly
      4. Zigzag
      5. Bounce
      6. Blow up
   4. World altering abilities:
      1. Fast travel
      2. Gun that creates a no gravity zone(anything that enters the zone is stuck)