**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:
      1. Shooting
      2. 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. More powerful swords
      4. 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)