**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: shoot
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. swim
      5. swing(uncharted and tomb raider style)
      6. dash
   2. Character interaction upgrades:
      1. more powerful weapons
      2. health bar increase
      3. rebreather(for underwater)
   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)