**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: fantasy/cartoony
   5. What makes it unique in comparison to other games: mechanics/look/story
2. Define the base player package properties.
   1. Character movement: walk/run/ 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: double jump/wall jump/wall crawl/swim/swing(uncharted and tomb raider style)/dash
   2. Character interaction upgrades: more powerful weapons/health bar increase/rebreather(for underwater)
   3. If the character uses projectiles then how many different ways can they move: arc/fly straight/fire rapidly/zigzag/bounce/blow up
   4. World altering abilities: fast travel/gun that creates a no gravity zone(anything that enters the zone is stuck)