GDD: SwingMan

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Elevator Pitch

Small app-store style game, focused on swinging through courses as fast as possible.

Description

Game would primarily focus on being satisfying to play, with players coming up with creative uses of the swing mechanics to clear courses. Careful tuning of the physics and speed of the grapple is essential to ensure satisfaction. Would be similar to the game Flash game Hanger.

- Engine: Unity
- Platform: [PC, Mobile]
- Art Style: 2D Platformer

Features

Player
- Swinging Mechanics

Level
- Level Select
- Obstacles

Art

- Character Model
- Environment Pieces