**Game Design Document**

# **Team Members**

Game Director: Dhruv

Art Lead: Nathan

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Sound Design Lead: Eric

Tech Lead: Evan

Producer: Nathan

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# **Game Overview**

## High Concept (Elevator Pitch)

## In this game you play as a space pirate who goes through space looting space ships. Each space ship has its own mechanic that you must learn about before you can get the loot at the end of the level.

## Game Summary

In this game you are playing as a space pirate who goes and loots space ships to survive. Each level is a different space ships with a unique mechanic. The mechanics that will be encountered are aliens that have to be killed, rotating platforms, fire cannons to dodge, multi-layer levels, shifting walls, and asteroids to dodge.

# **Gameplay**

## First Minutes

When you first start the game you will be put into a level that teaches you the basic mechanics that are in every level like walking, jumping, double jumping, and wall jumping. From there you will move to the next levels which will each have their own mechanic that must be figure out.

## Game Flow

The player will start by learning the basics in a tutorial level. From there each level will be its own self-contained thing within the game. Every level will have an unique mechanic that is only used in that level so the start of each level will be a learning phase. Levels are sequential.

## Victory/Lose Conditions

The player will have completed the game when they have completed all of the levels. Each level can be completed by getting to the loot at the end of the level.

The play will die when they fall into space or touch some kind of object that kills them like spikes or aliens. The player dies instantly from touching something that would kill them. When the player dies they will respawn at their most recent check point or the beginning of the level.

# **Target Audience**

Our game is targeted towards people who like platformers. People who like sci-fi will also like our game It is a platformer with a bunch of different mechanics so it might be a little trick at first but it is not meant to be hard. It will have a rating of E for everyone since it is just a basic platformer. In terms of ratings it should be just like Mario.