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| <Logo of the game> | |
| **Project Name** | Blue Bricks |
| **Date** | 2025-04-06 |
| **GDD Template Version** | 1.0 |
| ***Game Colab Team*** | |

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# Introduction

## Game title

Development Title – Blue Bricks

## Genre

Endless Runner - Rogue Lite Elements, Puzzle Mechanics, Exploration

2D Design - Google Dinosaur Runner

## Platform

[PC, Mobile, Console, etc.]

PC/Browser

## Brief Description

Theodore is in Florida and he is looking to escape to his secret island that is a tundra like island that submerges into the ocean. This will serve as the device to protect himself from the nuclear fallout.

Theodore must reach the **submerged tundra island** before it's sealed for good.

Failing a run means the fallout gets closer—or he took a wrong route.

# Gameplay

## Core Mechanics

[Explain the main gameplay mechanics.]

● Coin Based Score System

● Multiplier Roguelite Elements - Items that help change multiplier

● Multipliers - Change the economy of the game.

● Jumping

● Powerups

● Enemies - Hurt MC and forces player to find Health Items

## Controls

[List the controls or how players interact with the game.]

## Game Flow

[Describe how the game progresses, levels, or stages.]

## Objectives

[What does the player need to achieve?]

# Story and Narrative

## Setting

[Describe the game world, time period, location, etc.]

Stages will be in different biomes of Florida.

Cities, Suburbs, Beaches, Swamps, Air Base

Nuclear Bomb Survival - Metropolitan - Florida, Beaches, Swamps, Cities

Rad Zombies, Sludge, Radioactive Jellyfish

## Main Characters

[Briefly describe the main characters, if relevant.]

Theodore

## Plot

[A basic overview of the storyline or narrative arc.]

Theodore is in Florida and he is looking to escape to his secret island that is a tundra like island that submerges into the ocean. This will serve as the device to protect himself from the nuclear fallout.

Theodore must reach the **submerged tundra island** before it's sealed for good.

Failing a run means the fallout gets closer—or he took a wrong route.

# Art and Visual Style

## Art Style

[Describe the visual style: pixel art, 2D, 3D, etc.]

Pixel Art 2D

## Key Visuals

[Mention some important visuals or concepts (e.g., environments, characters).]

# Audio

## Music

[What type of music fits the game?]

## Sound Effects

[Describe the key sound effects for actions, environment, etc.]

# Technical Specifications

## Engine

[Godot, Unity, etc.]

Godot 4.4.1 (latest stable version)

## Platform Requirements

[Minimum system requirements if applicable.]

## Tools

[Any tools used for development, like Blender, FL Studio, etc.]

# Monetization (optional)

## Model

[Paid, free-to-play, ads, in-app purchases, etc.]

# Future Additions (optional)

## Features to be added later

[Mention possible expansions, new levels, multiplayer, etc.]

# Notes of this document

## Document template change description

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Author** | **Date** | **Description of changes** |
| 1.0 | Luis Hernandez | 2025-04-01 | Initial version |