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# Game Overview

## Game Title:

No title as of yet

## Game Genre

Side scrolling platformer

## Game Perspective

Perspective Camera following hero

## Game Mode(s):

* Single Player
* Multi player (optional)

## Target Audience:

* Age 13 – 25
* Fans of side scrolling platformer

## Core Idea:

Watch the world gain its color back as the hero races through levels, purchases better items and faces increasingly difficult end of level bosses with weapons and spells.

## Goal

Get the hero out of depression by finishing the game and bringing all the color back into the players life.

# Game Background & Game Flow



## Background story:

This is the story of the game

## Character Starting Their Story

Here we will speak about the hero.

# Game Play



## Objective(s):

* What are the game objectives
* Etc

## Game Logic:

* Will object have “life” like hit points? Can items be used up or “break”. If I have a gun if it shoots too many bullets it will break? Like in Minecraft, will an axe break if i use it too many times?
* Player cannot lift things that are too heavy – will items have weight?
* Can player run faster than character in real life?
* Enemies have basically same rules to follow as player.

## Mechanics:

### Player cannot go to the next level without completing the previous level.

* Player cannot run through walls, windows, doors, barriers that are closed.
* Player cannot jump too high.
* Player view is of right side of protagonist.