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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
* Multiplayer

## Target Audience:

* Age 13 – 25
* Fans of side scrolling platformers

## 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

## Background Story:

This is the story of the game. There was a person (choose boy or girl?) who was living at home but very unhappy. They are in fact depressed. The kid goes out one day and falls into an adventure. On this adventure she discovers the world around her, discovered other people have the same issues as her, discovers magic and finally discovers herself. She realises that she is depressed and that is okay. Note: She does not cure her depression – she just learns to live with it. Note also that we will not mention doctors – shall not villainies doctors at all.

## Characters Starting Their Story

Who is the character that you are playing. What do they look like? Describe as much as you can about family background, hobbies, who they like on YouTube, what is their school like, what friends do they have. What food do they like to eat? Are they fit? Do they read, have pets, are they pretty, ugly or normal? Everything we say here about the character are things that we can use again in the game.

# Gameplay

## Objectives

Bullet point below the gameplay objectives.

## 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

### Rules

* Characters cannot jump out of windows.
* If the characters health reaches zero then that character dies and that level needs to be repeated.
* Characters can only use a weapon a certain amount of times?
* Different weapons have a different amount of times that they can be used?
* Characters cannot get through doors without a key?
* The player cannot progress to the next level without completing the previous leve?
* Characters cannot run through walls or doors that are closed.
* Player starts with no weapons and collects weapons on the way.
* If the players character is killed by an enemy then the level must be started again.

### In-game Help and Info:

* When the game starts up the player is prompted to do the following actions (to help understand how to play the game):
  + Move around
  + Look around
  + Punch
  + Interact with objects
  + Look for key card in the room
  + Interact with the key card – pick it up and use it to open the door
* Hints:
  + When the character looks directly at an object that can be used as a weapon it glows
  + When the character looks directly at a key card it glows
* Help can be accessed via the main menu. This will include help on the following topics:
  + What the different weapon colours mean
  + How to move around
  + Information on the different zombies
  + HUD explanation
  + Information on key cards and doors
  + Goals of the game
  + Levels of the game
  + Difficulty levels

### Statostics:

* High score – overall high score for the whole game
* High scores for each of the levels
* The highest amount of health that the character has at the end of a game
* Leaderboard (Maybe a steam leader board, do not even know what that is but I know it exists and we should look into it)