Game Design Document

Team Members

Dhruv Darbha (Tech Lead)

Gavin Cooper (Game Designer)

Jackson Neal (Sound Design Lead & Game Director)

Nathan Fallon (Producer)

Riley Mitchell (Art Lead)

Game Overview

High Concept (Elevator Pitch)

This is a game where a time traveler is going through a level by traversing though a level in two diffrent time periods. The two versions are diffrent which allows the time traveler to get to locations in the level that could not be gotten regularly.

Game Summary

In this game a time traveler is trying to get to an alter, where the time traveling device was orginally found, in order to put the device on it to stop time from continueing to fracture between two times. They do this by traversing though a caste using the mechanic of going in between both time periods.

Along the way he will need to jump forwards and backwards through time to access diffrent parts of the level. Things that will change in between the two times are platforms, walls, cellings. Ect. A streach goal will be to add buttons that open doors and boxes that can be moved within both times and appear in the same locations in both times.

Gameplay

First Minutes

The game is a platformer so the first few seconds will be the player learning how the can move. The second thing they will learn is that they can flip inbetween the two versions of the level and each version will be slightly diffrent.

Game Flow

The game will be split into sections (either one long level or multiple levels tied together) and the player will be forced to complete a level and learn how the mechanics in that level work before they continue to the next level.

Victory/Lose Conditions

The win or victory condition in this game will be reaching the end of the level. The game is over when you beat every level. There is no lose condition, when you fail a puzzle you will just lose some progress and will have to redo somethings. If you do something super wrong, then you will have to hit the reset button in order to reset the stage you are on.

Target Audience

Our game is targeted towards a causal player base. It is a puzzle platformer game that that is going to be super friendly to the user. This is not a hard core game, it is something you might casually play once. There will be no way to die, when you fail something, it will just result in the player having to redo things. The rating will be E for everyone since it is just a simple platformer, no dies.

Trello

<https://trello.com/b/g0MhY6Ih/game-project>