Game Concept

Game name: Molazo (temporary name)

Made by: Henk Gevers

**Stats:**

**Target platform:**

Pc / XBox

**Target audience:**

4 - 99

**Ways to control the game:**

Wasd and left joystick to move

Mouse and right joystick to look around

Spacebar and A button to jump

Spacebar and A button X2 to double jump

LMB and X button to punch/shoot

**Genre:**

platformer

**Purpose of the game:**

To entertain people

**Comparable games:**

Hollow knight

Super Mario 3D World

Celeste

**Overview:**

**Broad description of the game:**

It is a 3d Platformer where you have to get to the end and beat the boss to beat the game

**Setting:**

In a galaxy far far away, in space

**Story:**

You where in your spaceship when you crashed into an asteroid that was flying past, the whole spaceship broke into a lot of pieces, you try to jump across the debris to get to the escape pod

**What makes this game unique:**

You are playing in space and try to get back to civilisation by getting to the escape pod

**Features:**

* 3D Platformer
* Space
* Boss battles
* Collectibles
* Power ups

**Gameplay:**

You can jump from platform to platform trying to get to the escape pod and pick up parts when you are close to them

**Moodboard:**



