Ninja in the Cave

**Game Identity / Mantra:**

List your single sentence description of the game that you will use to guide design decisions. (Example: *Stylized action platformer about a meatball fighting the dinner table.)*

**Design Pillars:**

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. (Example: *Fast. Action-packed. Mayhem.*)

**Genre/Story/Mechanics Summary:**

List what the game is from a gameplay and/or story perspective. (Example: *This game uses a unique swinging rope mechanic to tell a story about what it means to be a meatball...*)

**Features:**

*Main char* (GIMP squaerd :120x120 px)

Pixelator 2 px

Resize: ON

Colors in pallete: 256

Saturation: 15

Smoothing factor: 4

Smoothing iterations: 1

Opacity Threshold: 254

Outline: NONE

**Interface:**

List the player input method, the controls, and how the player interacts with your game.

**Art Style:**

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

**Music/Sound:**

Include links to music and sound design similar to What you're trying to achieve. You can also list the emotional responses that the sound should invoke in the player.

**Development Roadmap / Launch Criteria:**

**Platform:** Steam/Google Play/iOS/Web.         **Audience:** Age/gender/interests.

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| **Milestone 1:** Mechanics complete - 0/0/00  **Milestone 2:** Boss fights complete - 0/0/00  **Milestone 3:** Levels complete -  0/0/00 | **Milestone 4:** Polish complete - 0/0/00  ---------------------------  **Launch Day:** 0/0/00 |