GAME TITLE

Video game project for the GMTK Game Jam 2025

***Theme:*** *Loop****Restrictions:*** *No AI allowed****Official time limit:*** *4 days (30.07.2025 – 03.08.2025)****Personal time limit:*** *3,5 days (31.07.2025 will be limited)****Estimated submission time:*** *03.08.2025 evening, around 6pm (UTC+3)*

# INFORMATION

## 1.1 BASIC INFO

**TITLE:** TBA

**GENRE:** 2D side scroller

**PLAYER:** The game will be single player.

## 1.2 TECHNICAL SPECS

**GRAPHICS & CAMERA:** The game will be in 2D and made with pixel art.

**PLATFORM:** The game will mainly be designed to be played in the browser (WebGL). Additionally, the game’s itch.io page will include a downloadable .exe file for Windows, with the possibility of adding Mac support later.

**LANGUAGE & ENGINE:** The project will be done entirely with Unity game engine which uses C# as default.

**DEVICE:** PC

## 1.3 GAME ELEMENTS

**PLAYER CHARACTER:** The player, named SOMETHING, flies an airplane through a hazardous world consisting of three levels

**SETTING:** The player will fly through caverns, atop a mountain, and through a construction area.

# 2. GAMEPLAY

## 2.1 GOAL

The main goal of the game is to complete each level safely and progress to the next areas. The game starts in a cavern (who knows how the airplane got there) and travels across the mountains all the way to a city that has buildings which are under construction.

# 3. NOTABLE MECHANICS

## 3.1 Game Mechanics

The main ”wow factor” will be the game’s mechanics. The game will almost be like an autorunner, meaning that the airplane goes straight all the time but the engine can be shut down to make hard manouvers. The theme, ”loop”, will come across in the gameplay as the loop-de-loops that the player will perform around marked objects. If the player doesn’t perform a loop-de-loop, they can’t go forward in the level 🡪 the game will warn the player of a missed ”checkpoint” (COME UP WITH A NAME FOR THESE).

## 3.2 Hazards

The levels will inlcude various hazards, which are:

1. **Falling objects**
   1. Caverns: Spikes
   2. Mountain: Rocks, snow, etc.
   3. City: Pipes
2. **Dangerous spray that occasionally go off**
   1. Caverns: Acid
   2. Mountain: Hot gas from below
   3. City: Hot gas from loose pipes
3. **Flying animals**
   1. Caverns: Bats
   2. Mountain: Fucking Aliens and Dragons
   3. City: Pigeons
4. **Walls** (obviously)

## 3.3 Other notable objects

The levels will also include objects that are not necessarily dangerous to the player, but rather give the levels a bit more variety and character. Such objects include:

1. **Breakable/weak walls**
   1. Walls that are clearly cracked can be flown through
2. **Pushable explosive barrels**
   1. Don’t explode when the player touches it, but can be pushed towards a wall to destroy it