



Game Overview

Game Name: ONYX

Genre: 2D Platformer

Style: One-Hit Kill

Target Platforms: Mobile (Android, iOS) and PC (Windows, Mac)

Target Audience:

- Experienced players who enjoy challenging, skill-based games.
- Fans of precision platformers like The Impossible Game or Jump King.
- Players who prefer "Die & Retry" mechanics, where failure leads to learning.
- Speed runners looking for a fast-paced, unforgiving game.
- Gaming content creators (YouTubers, streamers) who want to showcase difficult gameplay.

Gameplay and Core Mechanics

The player controls a simple character that automatically moves forward.

The only action the player can do is jump to avoid traps.

Hitting any trap results in instant death and restarts the level.

Objective: Reach the end of the level from the starting point without dying.

Controls

Control	Description
Tap screen / Click mouse / Space key	Jump
Auto-run	The character always moves forward automatically.

Core Mechanics

- Auto-Run (Character moves forward automatically)
- Precision Jumping (Player must time jumps correctly)
- Invisible Traps (Some traps appear only when close)
- Fake Platforms (Some platforms collapse when stepped on)
- Unexpected Obstacles (Sudden traps that activate after passing)
- Reverse Controls (Sometimes jumping has the opposite effect)

Trap Type	Description
Collapsing Platforms	Disappear when the player steps on them.
Launching Walls	Some walls push the player into a trap.
Moving Ceilings	If the player jumps too high, they hit the ceiling and die.
Reverse Platforms	Some platforms act in the opposite way and cause the player to fall.

Visual and Art Design

- The game has a minimalist, clean, and simple design.
- All visuals focus on gameplay clarity and avoiding distractions.

Element	Color
Background	White
Character	Black
Platforms and Ground	Black or Gray
Traps and Obstacles	Red (to indicate danger)
UI Text	Black or Dark Gray