**General Design**

General Story

A group of friends

Gameplay Pillars

1. Puzzles to navigate the world.
2. Demonstrate the power of working with a diverse group.
3. Demonstrate the power of working with like people.

Gameplay Mechanics

1. Swap between controlling different characters.
2. Items can give characters temporary abilities when in their equipment slot.
3. Characters have small inventories to hold items. Items can be thrown on the ground for others to pickup.
4. Gravity will be unique to each character. Gravity may also change based on which item a character has or the character’s environment.
5. Breakable obstacles.
6. Buttons that do different things. (buttons can require more than 1 character to press it)
7. Moving platforms.

Extras?

1. Character Biographies
2. Pseudo-random character dialog.
3. Event history for procedurally generating character dialog.
4. Stats page to display character stats (like how far they walked, how far they fell, how much damage they took, how many times they died, etcetera)