*[Game Name]*

DESIGN DOCUMENT

By *[Dev names here]*

*[itch.io page for game]*

*[Game Jam name and dates]*

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## *[game Name/Logo]*

## Introduction

### Game Summary Pitch

You will disarm a series of bombs by cutting wires, twisting knobs and pressing buttons. A vague manual is present to try and guide you to the answer. Each mistake costs time on the bomb’s timer. Try and disarm it before its all over

### Inspiration

Among Us minigames have the visual style we’re going for as well as the type of player input we’re looking for.

### Player Experience

The player will disarm a bomb against a timer. There will be an incomplete manual giving you some steps to the to disarm the bomb, but not all of them. It will just be pictures (probably color coded)

### Platform

Web

### Development Software

Godot, Github, Trello, Aseprite, SFXR

### 

### Genre

Puzzle

### Target Audience

**Losers**

## Concept

### Gameplay overview

The player will visually see the bomb in front of them and they are able to hover the mouse over different parts to interact. Hovering over a wire will allow it to be cut, hovering over a button will allow it to be pushed, hovering over a nob will allow it to be twisted, ect. After a bomb is disarmed, the player will see a stats screen with a next button to continue to the next one.

### Theme Interpretation: *Nothing Can Go Wrong*

[*relate the theme to the game through art, style, music, mechanics, ect…]*

The player cannot allow a single bomb to blow up or else they die.

### Mechanics

*[Only added relevant pieces to the game and add how/if it relates to the jam theme]*

* **Core Mechanics**: *[Describe the primary actions the player can take (jumping, shooting, solving puzzles, ect.).]*
* **Secondary Mechanics**: *[Describe other actions the player can take (Collectibles, crafting, side quests, skill trees, shops, ect...)]*
* **Controls**: *[Outline the control scheme for the game.]*
* **Progression**: *[How does the player progress through the game? Levels, missions, or other progression systems.]*

## Art

### Design

*[minimalist, retro, jrpg, cell shaded, ect…]*

*[Does it relate to theme?]*

## Audio

### Music

*[Describe how it relates to the game vibe and if it relates to the theme]*

### Sound Effects

*[Describe how it will react to player feedback and any foley sounds used and if it relates to the theme]*

## Credits

### Participants

*[Credit everyone who participated on the project for the game jam]*

### Outside Assets

*[List the assets used and the credits needed for everything made outside of the project]*

## Development Timeline

**MINIMUM VIABLE PRODUCT**

| **#** | **Assignment** | **Type** | **Status** | **Finish By** | **Notes** |
| --- | --- | --- | --- | --- | --- |
| 1 | Design Document | Other | Not started |  |  |
| 2 |  | Other | Not started |  |  |
| 3 |  | Other | Not started |  |  |
| 4 |  | Other | Not started |  |  |
| 5 |  | Other | Not started |  |  |
| 6 |  | Other | Not started |  |  |
| 7 |  | Other | Not started |  |  |
| 8 |  | Other | Not started |  |  |
| 9 |  | Other | Not started |  |  |
| 10 |  | Other | Not started |  |  |

**BEYOND (if ahead of schedule / extra time)**

|  |  |  |  |
| --- | --- | --- | --- |
| Extra Levels | Other | Not started |  |
|  |  |  |  |
|  |  |  |  |