One-page design document **Pack It Up!**

Game Identity / Mantra:

Frantic packing action game about a group of backpackers (Or just one) working together to complete their trip while trying to keep their luggage and sanity.

Design Pillars:

Little time. Chaotic. Trade-offs.

Genre/Story/Mechanics Summary:

In this game, you (And your friends) are traveling around the world (How many places?), each time you move around you have to pack your things that are dispersed in your accommodation in the weirdest of places, avoid losing your items with each trip, experience the chaos of constant travel and try to get back home with some fun memories of your vacation.

Features:

Single or local multiplayer, buffs & nerfs, procedural generation, fast movement, mini shop, item scavenging

Interface:

Can be played with joysticks or keyboard:
Players can move around in any direction, can jump and can grab and throw objects

Art Style:

2D, top down, bright colors, whimsical

Music/Sound:

The sound and music should be calm but start to pick up pace as the timer runs out to evoke a sense of rush and urgency

Level Setting Ideas:

- Basic hotel room in a city
- Unkept motel room
- Log cabin

- Cruise ship cabin (with objects and player moving around slightly on their own as ship tilts)
- Treehouse (with animals stealing non-mandatory ideas if they're not grabbed fast enough)
- Gingerbread house
- Camp (with a giant bear to avoid)
- Castle (filled with gold…maybe too much gold)
- Igloo (with more noticeable ice physics)
- Pyramid (in a desert that will burn the player's skin without sunscreen)

Development Roadmap / Launch Criteria:

Platform: Steam.   **Audience:** +13/Couch co-op, fast-paced games, casual.

Milestone 1: Movement mechanics complete - 15/06/24

Milestone 2: Buff & nerfs mechanics - 16/06/24

Milestone 3: Level generation complete - 17/06/24

Milestone 4: Polish complete - 18/06/24

Launch Day: 19/06/24