**Xion**

Game Design Document

Copyright information/Author Name/Company name

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Game Design

Summary

Xion is a RPG Platformer featuring zones that pull the main character, Ion, to different locations. -PENDING-

Gameplay

The goal of the game is to reach the end of each level by manipulating magnetic streams which pull the character.

Technical

Rules of play

This is the area where you list all of the individual rules for basic play.

Mechanics

Magnetic Streams – pull character in one direction, quickly. Can be interrupted with shields.

Moving and jumping –

Buttons, jumping

“combat” more indirect, portal-esque

Enemies

* Disruptor bot 🡪 Shoots forward projectile, if it does not hit Ion, and hits a Magnetic Stream, the stream becomes empowered for some time (30s).
* Scorcher bot 🡪 Shoots in cone in front of itself, constantly moving, hurts Ion.
* EMP bot 🡪 Slow moving, if it touches the stream it will nuke the screen and do dmg.
* Roomba bot 🡪 Simple walking enemy, if touches Ion it will do dmg.

Dynamics/Advanced Rules

Levels

* Apartment
* Sewer
* Factory
* Military Base

Level Design

Setting

Futuristic, sci-fi post-apocalyptic setting.

Character Story

* Ion was created by a woman who it knows as “mother”
* He was a household robot, generally tasked with cleaning up
* His mother had to leave for some unknown reason, said she would return
* A few hours after she left, the apartment building they resided within began to shake
* The building moved violently, eventually Ion fell through the floor – Ion finds itself on a lower floor, lost and confused…

Overall Story

* Ion’s mother was an engineer (secret)
* Undefined amount of time has passed, world is pretty again.
* Many robots smashed or malfunctioning due to magnetic storm, Ion unaffected
* Military base tied to magnetic storms somehow, has military bots

Objects

Any extra things in this game that directly influence the game play is described in depth here.

Challenges

Anything in your game that describes difficulties, bonuses, or level ups is described in detail here

Development

This area describes how the idea for your game came about. It also details chronologically the improvements to the game that have been made and how the game evolved over the course of its development.  
This can include visual development!

Conclusion

This is the area where you make any closing remarks that you wish to about the game. What would you like to see happen with it in the future. What were some particular difficulties that you had to or have to overcome?