

**GAME DESIGN DOCUMENT**

**Not Kula World**

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## **1. Executive summary**

Not Kula World is a simple 3D platformer where the player navigates through cubic maze-like levels as a bouncy, gravity-defying beach ball. The player's aim is to reach the exit of each level before the timer runs out. Along the way the player will collect points and key objects, as well as evade a ball's worst enemies - spikes and lasers.

## **2. Target audience**

The target audience for Not Kula World is the fans of platformers.

## **3. Main characters**

The only real “character” in the game is the player, in the form of a beach ball.

## **4. Main features**

### *4.1. Main mechanics*

The game centers around navigating the levels by rolling and jumping forward as well as defying gravity by climbing up and down the walls in order to find the exit, all the while collecting points and avoiding enemies.

### *4.2. Movement*

The player has only a couple of controls at their disposal; rolling forward, jumping and turning. However, they can alter the direction of gravity simply by rolling against a wall or over an edge, effectively allowing them to traverse their environment in numerous ways.

### *4.3. Physics*

The player can fall off edges if they mistime or misjudge jumps, but otherwise the game doesn't make use of any realistic physics.

### *4.4. Camera*

The camera follows the player from a centered third-person perspective throughout their adventures. The player can also tilt the camera to get a better view of their environment.

### *4.5. User interface*

The UI includes the number of the current level, the current total points and found collectibles and key objects.

## **5. Genre, setting, concept art**

The game is set in a dream-like, almost psychedelic void world where the environments float in empty space, and in the distance familiar but distorted scenery can be seen.

## **6. Enemies, NPCs, other objects**

Different kinds of collectables are sprinkled throughout the levels, with more valuable collectables being placed in locations that are more challenging to reach. Stationary and roaming enemies create challenging situations where the player has to time their movements precisely in order to avoid having to restart the level and losing a portion of their points.

## **7. Story and script**

### *7.1. Story overview*

The game doesn't have a story and is fully focused on gameplay instead.

### *7.2. Progression*

As the player progresses through the levels, traversing the environments and avoiding enemies becomes harder and harder, while the scenery becomes more and more interesting and/or disturbing.

## **8. Technical definitions**

### *8.1. Platforms, versions*

Only version planned is a standalone version for Windows.

### *8.2. Control Scheme*

W or Up arrow	-	Move forward
Space	-	Jump
A or Left arrow	-	Turn left
D or Right arrow	-	Turn right
Q	-	Tilt camera up
E	-	Tilt camera down

### *8.3. Limitations*

No limitations at this time.

## **9. Business definitions**

### *9.1. In-app purchases*

None.

### *9.2. DLC packs*

None.

## **10. Outsourced/bought assets**

[To be specified]