Game Design Document (GDD)

Game Title:

Nezza dikejar kayla

High Concept:

A simple 2D pixel-art platformer where players collect treasures, defeat bosses, and save the kingdom.

Genre:

brainwork

Platform:

PC,HandPhone

Target Audience:

Anyone who enjoys fun, family-friendly games.

Core Gameplay:

Goal: nezza have to choose the different cards from kayla cards

Actions:

run

choose one card that different from kayla card

if the card is different from kayla card u will pass the game

Rules:

The point of this game u have to choose a different card that kayla choose ex : \*kayla choose card number 5 then u have to choose card number 3\*

If nezza choose the same card so the run of nezza will be more slow

If the run of nezza more slow.so kayla can reach nezza and kayla pull nezza hair and nezza will be lose

Story:

Tentang nezza dan kayla main kartu bareng terus nezza main curang tanpa kayla tau,tapi di tengah tengah game kayla menyadari sebuah kesalahan bahwa nezza melalkukan kecurangan saat bermain kartu, saat kayla ingin menyambak nezza, nezza kabur tetapi salah satu cara kabur dengan baik adalah memilih kartu yg berbeda dengan memilih kartu yg berbeda dengan kartu kayla.

Level Design:

Level 1: A forest with simple enemies.

Level 2: A cave with puzzles.

Level 3: A sky temple with tough jumps.

Final Level: The Shadow King’s castle.

Art Style:

Pixel art

Sound Design:

Happy background music.

Fun sound effects for jumping and collecting items.

Controls:

Keyboard: pilih kartu nanti muncul sendiri

Progression:

Collect Light Crystals to unlock levels.

Find upgrades like Double Jump and Stronger Sword.

Team Roles:

Designer: Creates the game idea.

Programmer: Builds the game.

Artist: Draws the characters and levels.

Sound Designer: Makes music and sound effects.

Timeline:

Month 1-3: Build the basic game.

Month 4-6: Add levels and polish.

Month 7: Test and release.