**Trapped Alive Game Design Document**

A shape-shifting puzzle game about science and simplicity

**2. Game Overview**

2.1 Game Concept:

**Trapped Alive** is a game where the player controls 4 distinct shapes; a square, circle, rectangle, and triangle; each with their own abilities. To traverse the levels, the player must change shape at the correct place and time. They will need to figure out how to get to the end of the levels. The main idea we are trying to push is **simplicity**.

2.2 Genre:

**Trapped Alive** is an intuitive puzzle platformer for deeper thinkers. Because of the Indie atmosphere it will have, players should play with an open mind and think about each level on a deeper level.

2.3 Target Audience:

This game’s target audience will be gamers who enjoy not only gaming for fun, but also to learn and get something out of it. Also people who enjoy artistic games will enjoy this game. Anyone who plays indie, puzzle, or platform games will have fun playing this game.

2.4 Game Flow Summary:

To complete the game, the player must traverse a set of levels. To complete a level, the player must utilize the different shapes’ skills to solve many different puzzles such as getting to the shape changers, turning on a moving platform or unblocking a part of the level. These small puzzles combine to create the level on a big scale. In order to create non-frustrating gameplay, heavy tests will be put on each level to make sure the player can win in any given situation to eliminate the frustrating need to restart when stuck.

2.5 Look and Feel:

We want this game to feel smooth and fun. We plan to create fun, exciting and challenging gameplay that stretches the mind of our players. This game, although fun and cutting edge gameplay will be quite simple on the art side. Our visuals will be made up of pixel art because it is easy enough to do with mouse and it is our first game.

**3. Gameplay and Mechanics**

3.1 Gameplay:

3.1.1 Game Progression

Players will start out with a given shape in any given level. They will need to utilize the shape’s given abilities to maneuver through the level in order to change shape at a shape changer. Once at a shape changer, the player will turn into whatever shape is shown by the shape changer. Each shape has its own different abilities and the player will have to utilize them to solve puzzles in order to finish the levels and thus progress the game.

3.1.2 Mission/Challenge Structure

In this game, there will be no side missions. The main game and collectables are all there is. The game can be played without finding collectables, however the collectables will enrich the story. The main collectable in the game is the journal pages. These pages will further the story by displaying the scientists’ journal pages.

3.1.3 Puzzle Structure

Throughout the game, the only way to win is by completing puzzles. In the beginning, the answers to the puzzles will be quite simple and objects in the environment will point to the solution. As the player advances in the game, the puzzles will continually get more challenging. There will not always be a clear path to completion of the level and the player will need to utilize everything around him to solve the puzzles. There are many pieces that contribute to the puzzles in this game. There are levers, switches, buttons, shape changers, moving platforms, and of course the shape abilities.

3.1.4 Objectives