

# Game Design Document/Pitch:

## Gnome Platformer/Combat

### Core Concept

Game about a tiny gnome creature named Twiglen travelling through a forest on behalf of his village, Willowmead to speak with Mossbeard, a man who might be able to solve their problems.

### Game Design

#### Main Features

- Can move left, right, jump.
- **Insect friends:**
  - Large Ant - (AI companion performs small attacks and can ride on it for short period of time(if he isn't in combat/hurt, before he gets tired))
  - Firefly - (companion gives vision at night-time for night-levels)
- **Insect enemies:**(bite, sting, follow if you get too close):
  - Wasps(High attack, low defense, flying, large RF)
  - Beetles(High defense, medium attack, small RF)
  - Praying Mantis(High attack, medium defense, medium RF)
  - Earthworm(0 attack, low defense, 0 RF)
- **Potions/Spells/Items:** Can collect resources to make potions - perform magic spells to give you single use extra abilities:
  - Spell to make plants grow faster(**create a new platform**):  
Need seed, dew drop, Earthworm segment(collected by killing earthworms), rosehip petal

- Spell to **freeze enemies temporarily**:  
Need dew drop, snowberry, rosehip petal(from snowberry bush)
- Acorn stew with cattail tubers(**increase health by 0.5 points**)  
Need acorn, earthworm segment, cattail tuber, dew drop, rosehip petal
- **Roasted frog's toe: Standalone item, obtain by defeating a frog**
- **Spell to confuse enemies(reduce all stats for short period of time)**
- **Combat(Need to playtest to decide actual values):**
  - Player  
Attacks:  
Area of Effect (AoE) is single-target unless otherwise specified. Attack hits closest en-route target.
    - Melee  
small damage, very close range, short cooldown
    - Basic Spells  
Medium damage, close range medium cooldown
    - Ranged Spells  
Medium-Large damage, medium-long range, long cool down, plus special effects
 Health:
    - Health bar depletion is proportional to attacks from enemies.
  - Enemy
    - Beetles: High health, medium damage, melee
    - Earthworm: 0 damage, low health, No range
    - **Wasps: High damage, low health, flying, Ranged(actually, melee, but flies towards you)**

- Praying Mantis: High damage, medium health, Medium range

Health:

- Health bar depletion is proportional to direct attacks from player.

- Reward System

- Timed Levels(Have to complete each level in a given amount of time)
- Collectible items/spells/upgrades
- Achievements
- Character customization
- Story Progression(through the levels)
- Hidden Levels

## Gameplay

- Walk left and right
- Run left and right
- Jump onto platforms(mushrooms, sticks, leaves) to avoid holes and enemies, and get to certain resources.
- Ride on insect friend to go faster
- Collect resources
- Make potions
- Combat with enemies
- Puzzle/Strategy(might need a specific ability to access a hidden area or level, need to strategize how to survive and complete the level within certain amount of time and health.)

## Assets

### Story:

- Places:
  - Mosswood
  - Mossbrook

- Mossmeadow
- Mossridge
- Mosshollow
- Mossy Glen
- Mossystone
- Mosssdale
- Mossfield
- Mossy Vale
- Thistlebrook
- Brambleton
- Fernvale
- Sparrowdale
- Acornridge
- Dewdrop Glen
- Pinefield
- Leafy Hollow
- Willowmead
- Berrywood

- **Characters**

- Thistlewick
- Bramblefoot
- Fernwhisk
- Mossbeard
- Twiglen
- Leafgrin
- Sparrowquick
- Acornhelm
- Dewdrop
- Pinenose