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
  + Mossdale
  + 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