Senterin

3x2 Studio

Revision: 0.0.0

GDD Template Written by: Benjamin “HeadClot” Stanley

License

If you use this in any of your games. Give credit in the GDD (this document) to Alec Markarian and Benjamin Stanley. We did work so you don’t have to.

Feel free to Modify, redistribute but **not sell** this document.

TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#_421ijgnpyvmc)

[Project Scope](#_rdb2xo3rjh0s)

[Influences (Brief)](#_155cm8v36jpc)

[- <Influence #1>](#_c6nxu1rzd2cc)

[- <Influence #2>](#_ssiemceczw16)

[- <Influence #3>](#_31bxzkfeuvl6)

[- <Influence #4>](#_o4f1wa5aq6q3)

[The elevator Pitch](#_337xnergkz1b)

[Project Description (Brief):](#_z7oe7x50rpf3)

[Project Description (Detailed)](#_exbmsy55zuvb)

[What sets this project apart?](#_s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#_a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#_jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#_y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#_lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#_kct9c2l3dr9p)

[Story and Gameplay](#_6pmf08ssy6y0)

[Story (Brief)](#_ctv1wxi9dpll)

[Story (Detailed)](#_kqt2h5q76zyt)

[Gameplay (Brief)](#_ejtq4v6r30ui)

[Gameplay (Detailed)](#_cl69l94amjmx)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- 3D](#_xdk2cy4n4ovn)

[- Sound](#_f8xx8iwg5gs9)

[- Code](#_ky1qxs88utre)

[- Animation](#_isk96p5euy3r)

[Schedule](#_kmt9zaowjejr)

[- <Object #1>](#_r3fjjzh8krjg)

[- <Object #2>](#_j584764hn4bz)

[- <Object #3>](#_lbj31oz0xb3v)

[- <Object #4>](#_p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre

- Puzzle

- Platformer

## Core Gameplay Mechanics Brief

- Player interacts with a flashlight

- Flashlight can reveal hidden tiles

- Hidden tiles used to help bridge obstacles in map

## Targeted platforms

- PC

- Android phones

## Monetization model (Brief/Document)

- <Monetization Type> IAP (In-App Purchase)

- Buy levels/full-version of the game to continue, but user can also play free levels previously provided.

## Project Scope

- <Game Time Scale>

- Free

- Time Scale (6 Months; give or take)

- <Team Size>

- <Programming>

- Wilson

- Gameplay programmer

- Game Designer

- Lead Designer

- William Agustinus Oky

- Gameplay programmer/UI Programmer

- Samuel Edsel Fernandez

- Level Designer

- Game Designer/Producer

- <Design>

- Riccosan

- Environment/UI Artist

- Level Designer

- Sindhuarta Liesatyadharma

- Level Designer

- Artist

- Sound Engineer

- Game Designer

- Maria Jeffina Setiawan

- Level Designer

- Artist

- SFX Engineer

- Game Designer

- <Licenses / Hardware / Other Costs>

- <Godot Engine>: Free

- <Adobe Photoshop>: Subscription

- <Aseprite>: Paid $10

## Influences (Brief)

### - <Spelunky>

- <Medium> (Games)

- Vibe and palette of the entire game world and puzzle.

### - <Pos Indonesia Workers>

- <Medium> (Service)

- Character design, character’s color scheme

## The elevator Pitch

The player plays a character who is stuck in a basement-like environment and given a *magic* flashlight that can unhide invisible tiles. The game drives players to use their puzzle-solving skills to finish the level.

## Project Description (Brief):

It’s a puzzle-platformer game, focused solely on the puzzle-solving. Playing as a character trapped in a basement-like environment with a *so-so magic* flashlight that can make invisible tiles...visible. Proceeds cautiously through the map as there are many other obstacles/traps. Motor oil can make your character slip. But also, it has the advantage of making you jump further. Exposed electricity can fry you and obviously holes can kill you. Players must be able to manage their resources (battery) use to turn on the flashlight. Without the flashlight, players can’t unhide the invisible tiles and possibly unable to proceed/finish the map.

## Project Description (Detailed)

The game doesn’t focus on story, rather than we focus on puzzle. So whatever background story you want to add, as long as it makes sense, can be the background story of the character. The game itself follows a player, in a basement-like environment. Like any puzzle games, the player was given a tool to help them during their journey through solving the puzzle. In this case, a flashlight.

Apparently as the level progresses, the player learns that there are many types of obstacles within the map. Motor oil, which can be a double edged sword depending on how the player uses it. The motor oil tile can be used as a propeller to jump further than normal jumps but it can also make them **slip** and fall into holes or any other traps lying around the map.

Exposed electricity is one of these traps that exist in the game world. Well like any basement, with its faulty electricity and exposed cables, these tiles can electrocute the player and kill them instantly. But don’t worry, we have a checkpoint for every map, so you can respawn once you’ve passed the checkpoint.

We also designed holes in the game map. Holes are pretty much the most basic form of obstacle/traps.

There’s also hidden tiles. These tiles can only be seen if the flashlight shines on them. The flashlight works with battery. There are batteries scattered around the map for the player to collect. So there’s a bit of resource management there. Hidden tiles can help bridge obstacles for players and advance through the map.

# What sets this project apart?

- Fun new puzzles for every level

- Creative way of solving puzzles by hiding/unhiding tiles

- Familiar genre with unique mechanics so it’s not boring.

## Core Gameplay Mechanics (Detailed)

### - <Hidden Tiles>

- <Details>

There are essentially 2 types of tiles, the normal one (visible) and the hidden one (invisible). The one that’s invisible can only be seen when triggered by something

- <How it works>

Since we use flashlight, figured that flashlight can help player to expose and make hidden tiles visible once they’re within the lightray radius.

### - <Traps and Obstacles>

- <Details>

Obviously making only visible and invisible tiles can make the game feel too empty so we added a few other sub-types of tiles. Motor oil and exposed electricity. There are also holes in the level design.

- <How it works>

Motor oil tiles is slippery. But player can use it to their advantage such as jumping farther. Exposed electricity tiles are essentially traps lying around the map, players need to be cautious with this since this can kill.

### - <Flashlight/Battery Management>

- <Details>

Flashlight can only be turned on if the player has battery. There’ll be a battery indicator UI, indicating the current battery percentage and how many spare batteries the player owns.

- <How it works>

Batteries will be scattered around the map. There are batteries that is placed explicitly or implicitly (meaning that the player will have to wander around, explore the game world in order to find these batteries)

# Story and Gameplay

## Story

The player plays a character who is stuck in a basement-like environment and given a *magic* flashlight that can unhide invisible tiles. The player will be presented with a lot of obstacles/traps that players must avoid.

## Gameplay (Brief)

The player can walk, jump and interact with the flashlight (toggle on and off). The flashlight can help the player to *see* hidden tiles, which will help them to proceed throughout the map.

## Gameplay (Detailed)

The player can walk, jump and interact with the flashlight (toggle on and off). The flashlight can help the player to *see* hidden tiles, which will help them to proceed throughout the map. Flashlight consumes battery, batteries can be collected as the player proceeds with the level. Each battery will have 10 seconds lifetime. There’s motor oil which can make the players ‘feel’ slippery. This can help players to jump farther than normal jump. There’s also one checkpoint for every game map. The player can respawn after passing the checkpoint, without resetting resource stats (battery).

# Assets Needed

## - 2D: <https://drive.google.com/open?id=1-960wAakOQzhbmfp4g6d6OXh1WAg3Cj8>

## - Sound

- BGM

- Main Menu

- In-Game

- SFX

- Footstep on normal tile

- Footstep on hidden tile

- Button click

- Die (Falling)

- Die (Electrocuted)

- Get Battery (battery slotted)

- Toggle Flashlight

# Schedule

### Hacknplan.com

(<https://app.hacknplan.com/p/104051/kanban?categoryId=0&boardId=284960>)