

Laska's Golden Dream

1.introduction

1.1 Engine and version

1.2 Target Platform

2.Specifications

2.1 Concept

2.2 Story

2.3 Setting

3.Gameplay

3.1 Game structure

3.2 Players

3.3 Action

3.4 Life System

4.Graphics

4.1 Aesthetic

4.2 Background

5.obstacles

6.changes



1.introduction

This document specifies a gameplay design for the game with the provisional title "Laska's Golden Dream", developed uniquely by Alejandro Díaz

1.1 Engine and version

This game will be made in Unity, version "2020.3.19f1".

1.2 Target Platform

Made for Windows Pc

2.Specifications

2.1 Concept

"Laska's Golden Dream" is a 3rd person 3D platformer that emphasizes in high risk- high reward gameplay and speed running.

2.2 Story

After escaping from the cave with the golden roe on her hands, she starts to get dizzy and falls unconscious, and the golden roe is no longer in her hands. She must go around an intense circuit in her dreams to retrieve back her treasure.



2.3 Setting

This game will be set in a dream world with floating objects that reminds Laska her past adventure.

3. Gameplay

3.1 Game structure

There will be a single long level with various obstacle that Laska will try to pass until reaching the end.

3.2 Players

This game will be single player.

3.3 Action

- Laska will be running by default, and when you press a button you'll make her walk, intended for precise platforming.
- She will also have 3 points of life, and with each consecutive hit, she'll get angrier, that meaning that she will gradually run faster and jump higher, making the game faster yet harder to play, high-risk high reward.
- She will have a double jump, wall-jump, and an attack.
- She will also grind on rails.



3.4 Life system

Getting hit by an enemy or an obstacle will make Laska lose 1 life point from the 3 she starts with, with each life point lost she will start to move faster.



4. Graphics

4.1 Aesthetic

This game will have PS1 style, making everything low poly, to give it an outer world look while also helping with performance.

The UI will have a sketchy look.

4.2 Background

The map will have a night / space skydome with various rocks and stalactites floating around in the background.



5.obstacles

- Moving platforms
- Spikes
- Rails
- 1 Enemy
- Falling platforms

6.changes

- Rails have been replaced by boostpads, having the same purpose of bringing the character to a new location at high speeds with automatic movement.
- Falling platforms have been replaced by a moai acting like a "Thwomp" from the Super Mario Series from which you can stand on top of it's head without getting hurt, making the falling platform an obstacle and a platforming asset aswell.
- Wall jump has been replaced by Laska being able to dive forwards to gain more distance in the air, and a Stomp attack to make a more precise platforming and fluid controls, sacrificing wall jump for more movement options.
- Her icon when she haves 2 life points have been changed to a different one, making her look more annoyed and in-character.



- Spinning platforms have been added.
- Spinning obstacles added.
- Collectibles have been added, to show the path to follow.

