One-page game design document

Game Identity / Mantra:

Jumping arcade where you should jump precisely on platforms to run from your nightmares that are chasing you to your dreams. But be aware to not jump too high to not hit the spikes. And also be aware of not jumping on block, that will ruin your run and you will lose.

Design Pillars:

Challenging, Precise, Colorful

Genre/Story/Mechanics Summary:

This game uses one button to go through escaping nightmares and reach your dreams.

Features:

Movement is handled only with one key.

Interface:

Player only uses one key when playing. There is cross slider that shows amount of power which player will fly that direction.

Art Style:

We have not found similar game to our.

Music/Sound:

We have not used music in our game.