

Nani

Game Design Document

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Overview

Concept

A 2D Platformer Samurai Game

Features

1. What is the main mechanic?
Run, dash, double jump, shuriken attack.
2. What is the style?
2D, pixel art-like.
3. What is the primary game engine for the project?
Unity.

Mechanics

1. Press space frequently to better jump.
2. Shuriken with fire rate.
3. Only one health point.

Future Features

1. Enemies and parkours will be added.
2. Dash mechanic will be added.
3. Levels will be added and enlarged.
4. More animations and sounds will be added.

Used

1. <https://luizmelo.itch.io/martial-hero>
2. <https://finalgatestudios.itch.io/ninja-asset-pack>
3. <https://dk-happy.itch.io/shuriken-ninja>
4. <https://arcadeisland.itch.io/forest>
5. <https://hdqwalls.com/wallpaper/3840x2160/japanese-trees-dragon-pixel-art-4k>
6. <https://www.1001fonts.com/fff-forward-font.html>