GAME DESIGN

Project Description: A 2D platformer game where players controls Kirby to go through game stages.

Characters:

Kirby. Kirby can walk. Kirby can fly. Kirby can inhale. Kirby can kill gods.

Story:

Theme:

Bubbly, galaxy and a shit tons of food.

Story Progression: None

Gameplay:

Goals:

Game Mechanics:

Level Design:

Items:

Progression and challenge:

Losing:

Art Style:

Music and Sounds:

Platform:

CODING DOCUMENTATION