Just Go Up!

Game Design Document

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# 1 Game Overview

Title: Just Go Up!

Platform: PC

Genre: 2D Platformer

Rating: (10+) ESRB

Target: Casual gamer

Release date: April 23, 2022

Publisher: GMR

Just Go Up! Is a 2D platformer where the player must reach the top of the level, avoiding the spikes that are placed around the level, while also avoiding the lava that is constantly rising. The player is mysterious, and the only thing that is known is that he must go up, or die trying.

# 2 High Concept / Genre

This game is a 2D platformer where the main objective is to go from the bottom of the level to the top. From the very beginning, there is lava rising, pushing the player up. There are also spikes that the player has to avoid, while jumping from platform to platform.

# 3 Unique Selling Points

* Platformer that has the added challenge of lava rising
* Simple controls, but challenging
* Different levels to master

# 4 Platform Minimum Requirements

* Should be able to run on pretty much any PC

# 5 Competitors / Similar Titles

Games that inspired this game are the 2D Mario games, Hollow Knight, Celeste, and the Ori game series.

# 6 Synopsis

You find yourself at the bottom of a pit and there is lava rising, so the only choice you have is to go up and try to find a way to escape.

# 7 Game Objectives

The objective of the game is to reach the top of the level while avoiding the spikes and the lava that is continuously rising.

# 8 Game Rules

The game is set across three levels, each one getting harder than the last. Once the player beats the level, the player is able to go to the next one. Every time the player hits a spike or the lava, they are reset to the beginning of the level. There is no time limit for each level, as the lava keeps the player moving.

# 9 Game Structure

Start -> character selection -> three levels -> end scene

# 10 Game Play

## 10.1 Game Controls

* Move right: D key or right arrow
* Move left: A key or left arrow
* Jump: W key, up arrow, or spacebar

## 10.2 Game Camera

The camera will follow the player throughout the level, so the whole level isn’t seen at one time, but there is enough to see to know what to do next.

### 10.2.1 HUD

* + Game doesn’t have a HUD, so the focus is only on the gameplay.

### 10.2.2 Maps

There will be more than one level in which the player has to beat the previous level in order to move on to the next level

# 11 Players

## 11.1 Characters

The only character is a mysterious character that has no backstory, and you know nothing about him. You are able to select his color in game.

Graphical user interface

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## 11.2 Metrics

* Health: 1 (a single hit results in death)
* Speed: 7
* Jump Height: 14

## 11.3 States

* Idle
  + Just standing there
* Moving left
  + Walking animation
* Moving right
  + Walking animation
* Jump
  + Jumping animation

## 11.4 Weapons

The player will have no weapons

# 12 Player Line-up

# 13 NPC

There is no NPC

## 13.1 Enemies

N/A

### 13.1.1 Enemy States

N/A

### 13.1.2 Enemy Spawn Points

N/A

## 13.2 Allies / Companions

N/A

### 13.2.1 Ally States

N/A

### 13.2.2 Ally Spawn Points

N/A

# 14 Art

## 14.1 Setting

The game takes place in a pit where there is lava rising up from the bottom. Because its in a pit, the moss on the ground and walls has been overgrown.Graphical user interface

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## 14.2 Level Design

The levels are designed where the player only has the option of heading up, or else the lava reaches them. There is a single spawn point at the very beginning of the level, and the levels consist of platforms that the player has to jump up on, and there are also spikes that the player has to avoid.

## 14.3 Audio

Theme: sound of the menu music

SFX\_Jump\_42: sound of the player’s jump

LavaLoop: sound of the lava in game

GAMEOVER: sound heard when the death menu is shown

# 15 Procedurally Generated Content

## 15.1 Environment

N/A

## 15.2 Levels

N/A

## 15.3 Artificial Intelligence NPC

N/A

## 15.4 Visual Arts

N/A

## 15.5 Audio

N/A

## 15.6 Minimum Viable Product (MPV)

* Built for the PC Platform.
* One character to choose from, but with different colors.

# 16 Wish List

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