

3.1 Game Concept Document — *Boundless*

ICT 9 Example

Overview

In *Boundless*, players explore a series of floating worlds suspended high above the atmosphere. Each biome—Desert, Forest, Cloud, and Mushroom—is a fragment of a once-whole planet. After a cosmic rift shattered the planet, its energy cores were scattered across the skies.

You play as an **Orbiter**, a tiny astronaut-adventurer, leaping between worlds to collect the lost energy cores and restore balance to the boundless sky.

Main Characters

The player chooses from four explorers known as *Orbiters*:

Character	Color	Home World	Description
Glint	● Green	Forest World	Curious, optimistic, adaptable — loves discovering new life forms.
Sol	● Orange	Desert World	Strategic and brave — thrives in harsh environments.
Vee	● Purple	Void World	Calm and analytical — studies the mysteries of the skies.
Pix	● Pink	Mushroom World	Inventive and playful — finds joy in every jump.

Purpose / Story Premise

The *Boundless* world is fractured — islands float endlessly, each slowly losing power.

Your mission: **collect the energy cores** hidden across each biome to **restore the planetary alignment**.

Every collected core reactivates a fragment of the world's ancient "Sky Engine," bringing light and life back to the skies.

Gameplay Goal

Players complete levels by:

1. Collecting all the glowing **energy cores** (use star or orb icons).
2. Avoiding hazards like spikes, slimes, and gears.
3. Reaching the glowing **portal door** or **flag** to finish the level.

Each world increases difficulty and introduces new mechanics like moving platforms, timed tiles, or flying enemies.

Enemies / Hazards

Enemy	Behavior	Visual
Slime	Slow-moving jumper, blocks narrow paths	Purple or green blob
Bee	Patrols horizontally, charges when close	Yellow/black flying enemy
Gear	Rotates or rolls — timing hazard	Spiked gear
Snail	Crawls and turns at edges — basic ground enemy	Orange or purple shell
Spike / Lava / Drop Tile	Stationary environmental hazard	From tiles sheet

Challenge / Gameplay Loop

Players must:

- Plan jumps strategically across floating terrain.
- Time movements to avoid enemies and disappearing platforms.
- Collect all cores to unlock the portal.
- Survive each biome to rebuild part of the "Sky Engine."

Difficulty rises through:

- Faster enemies
- Narrower terrain
- Moving or temporary platforms
- Hidden collectibles

Theme & Mood

Category	Description
Tone	Hopeful, adventurous, minimalist sci-fi
Mood	Lighthearted discovery with gentle challenge
Color Palette	Bright, clean colors — orange, green, blue, violet gradients
Sound Concept	Floating synth pads, soft jump effects, ambient wind
Visual Style	Flat geometric shapes, thick outlines, simple highlights (matches Kenney)

Visual Identity & Branding

Element	Description
Game Logo / Title Font	Bold sans-serif (e.g., <i>Anton, Bebas Neue</i>) in white or light blue
Tagline	<i>"The sky is endless. So is your journey."</i>
Poster Mood	Minimalist — green Orbiter jumping toward a glowing core with vast clouds below
Poster Colors	Blue → magenta gradient sky, white title, small tagline below
Key Visual Motifs	Floating platforms, energy cores, clouds, light trails