Game Design Document

Title Unknown Platformer

Description 2D online multiplayer shooter with fast, crisp gameplay with an emphasis on outplays. Low skill floor, high skill ceiling.

# Guiding Principles

* Simplicity and minimalism
* It’s about the frosting
* Embrace asymmetry

# Timeline

* ~~Physics engine, iteration 1~~
* ~~Game mechanics, iteration 1~~
* ~~Network engine, iteration 1~~
* ~~UI/polish, iteration 1~~
* ~~Network engine, iteration 2~~
* Game mechanics, iteration 2
* Polish, iteration 2
* Marketing
* Finishing touches
* Website
* Release

Classes See Classes.xml