**Game Design Document (GDD)**

**Game Title:**

**High Concept:**

A simple 2D turn based rpg

**Genre:**

RPG / Adventure

**Platform:**

PC

**Target Audience:**

Anyone who enjoys fun, fantasy games

**Core Gameplay:**

* **Goal:** Defeat the last boss
* **Actions:**
  + Run, move (up, down, left, right), shop.
  + Fight enemy with a turn based mechanics.
  + Explore the map for hidden treasures.

**Rules:**

* Defeat the enemies to gain exp
* Use a different weapons and skills based on the character
* Get a gold through a mission to buy goods in the shop
* Explore the map to face a different enemies that give different exp based on the difficulty

**Story:**

The Shadow King has broken the Light Crystal, bringing chaos to the land. As a brave adventurer, your mission is to collect the crystal fragments and restore peace.

**Level Design:**

* **Level 1:** A forest with simple enemies.
* **Level 2:** A cave with puzzles.
* **Level 3:** A sky temple with tough jumps.
* **Final Level:** The Shadow King’s castle.

**Art Style:**

Colorful pixel art with retro charm.

**Sound Design:**

* Happy background music.
* Fun sound effects for jumping and collecting items.

**Controls:**

* **Keyboard:** Arrows to move, Space to jump, X to attack.

**Progression:**

* Collect Light Crystals to unlock levels.
* Find upgrades like Double Jump and Stronger Sword.

**Team Roles:**

* Designer: Creates the game idea.
* Programmer: Builds the game.
* Artist: Draws the characters and levels.
* Sound Designer: Makes music and sound effects.

**Timeline:**

* Month 1-3: Build the basic game.
* Month 4-6: Add levels and polish.
* Month 7: Test and release.