Design Brief of *pbateman\_platformer*

# Description

A simple game where you will be able to walk, run, crouch, jump, double jump and more to navigate a level while avoiding obstacles. You will have to collect keys to open doors, some form of object for score and even non required hidden objects if you choose. You can take your time or try and set a score to beat . There are no enemies, just puzzles and obstacles.

# Genre

Platformer

# Core Game Mechanics

* Jumping over obstacles
* Jumping up walls
* Avoiding obstacles
* Collecting objects
* Unlocking areas

# Hook / Fun Factor

* Successfully timing jumps
* Collecting items and coins
* Finding Hidden non required objects
* Solving Puzzles
* Finishing levels with a shorter time than their friends

# Number of Levels

* 1 maybe 2 for starters

# Development Time

4 weeks

# Milestones and Key Dates

* Start date – 29 April 2019 October 2018
* Project finish date – 27 May 2019

# Software Tools

* Unreal
* Audacity
* Photoshop / Gimp
* Snipping Tool
* Microsoft Word, Excel