**Play on words**

**Constructed using http://trickgs.com/blog/how-to-write-a-game-design-document/**

# Basic Concept

2D Platformer

Target Audience: All ages

Level is constructed with letters that form a word

# Storytelling

## Character Design

Someone vulnerable (a child or someone with depression). This character will be the only person in the game.

## Story Progression

Beginning words will highlight issues that the character is facing

Depression, Anxiety, Loneliness, Divorce, Bullying, etc

Middle words will be the steps to overcoming their issues

Friendship, Hobby, etc

Ending words will be positive:

Recovery, Happiness, Love, etc

## Theme

This game is about overcoming an internal struggle. Humor may be added in certain situations (particularly towards the middle and end)

# Gameplay

## Goals

Overall: see how the character overcomes their hardship

Short term: Find out the word on the current level by completing the level

## User Skills

Strategize

Puzzle Solving

Resource Management

Jumping/Spatial Awareness

## Game Mechanics

Test

## Items and Powerups

Test

## Progression and Challenge

More letters will be unlocked as the game progresses. Ideally, we want to introduce a new letter every 3 to 4 levels.

## Losing

When a player can no longer complete the level, they can reset. In addition, if they fall out of bounds, the game will automatically reset for them.

# Art

Art style

# Music & Sounds

music