

Definitely Normal Physics - Game Design Document

Game Overview

Title: Definitely Normal Physics

Genre: 2D Platformer / Puzzle / Troll Game

Platform: Mobile (iOS/Android), PC (Browser/Desktop)

Target Audience: Ages 12+, fans of challenging platformers like Level Devil, VVVVVV, Getting Over It

Core Hook: Physics rules randomly change mid-level without warning, creating hilarious chaos

Core Concept

A deceptive platformer where the game pretends everything is normal while constantly changing physics rules. Players must reach the exit door, but gravity might suddenly reverse, friction might disappear, or you might start bouncing uncontrollably. The game NEVER tells you when physics change - you discover it through trial and error.

Key Differentiator

Unlike Level Devil which focuses on environmental traps, this game weaponizes PHYSICS ITSELF as the trolling mechanism.

Core Gameplay Loop

1. **Enter Level** - Everything looks normal
 2. **Start Moving** - Initial physics seem standard
 3. **Trigger Point** - Cross invisible boundary or timer
 4. **Physics Change** - No warning, just chaos
 5. **Adapt & Learn** - Figure out new physics through experimentation
 6. **Reach Exit** - Navigate through 2-4 physics changes per level
 7. **Repeat** - Next level introduces new combinations
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Physics States (Modular System)

Tier 1: Basic Changes (Levels 1-20)

1. **Reverse Gravity** - Everything falls upward
2. **Low Gravity** - Moon-like jumping (3x height)
3. **High Gravity** - Heavy, short jumps

4. **Zero Friction** - Ice physics, constant sliding
5. **Super Friction** - Instant stop, hard to build momentum
6. **Bouncy** - Rubber ball physics
7. **Floaty** - Underwater-like slow falling

Tier 2: Weird Physics (Levels 21-50)

8. **Horizontal Gravity** - Fall sideways (left or right)
9. **Antigravity Zones** - Different gravity in different areas
10. **Momentum Multiplier** - Speed doubles every second
11. **Reverse Controls** - Left is right, right is left
12. **Delayed Input** - 0.5s delay between press and action
13. **Sticky Walls** - Walls act like honey
14. **Magnetized** - Pulled toward metal platforms

Tier 3: Reality-Breaking (Levels 51-100)

15. **Random Teleport** - Small chance to teleport on jump
16. **Size Change** - Player grows/shrinks randomly
17. **Time Dilation** - Everything moves in slow-mo or fast-forward
18. **Phase Shift** - Can pass through certain platforms
19. **Double Jump Chaos** - Second jump launches you unpredictably
20. **Gravity Flicker** - Gravity switches on/off every 2 seconds

Tier 4: Combinations (Levels 101+)

- Mix 2-3 physics states simultaneously
 - Example: Low gravity + Zero friction + Reverse controls
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Level Progression

World Structure

- **10 Worlds × 10 Levels = 100 Total Levels**
- Each world introduces new physics mechanics
- Boss levels every 10 levels with 4-5 physics changes

Difficulty Curve

Levels 1-10: Tutorial - 1 physics change per level

Levels 11-30: Introduction - 2 physics changes

Levels 31-60: Challenge - 3 physics changes + combinations

Levels 61-90: Expert - 4 changes + rapid switching

Levels 91-100: Mastery - 5+ changes, extreme combinations

Level Design Principles

1. **First 10 seconds are normal** - Build false confidence
 2. **Trigger points are invisible** - No warnings
 3. **Multiple paths** - Some easier with certain physics
 4. **Death is quick** - Instant respawn to encourage experimentation
 5. **Visual trolling** - Platforms that LOOK safe but aren't
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Art Style & Theme

Visual Direction

- **Minimalist 2D** - Simple geometric shapes
- **Color-coded physics** - Subtle environmental tints hint at current physics
 - Normal: Gray/White
 - Low Gravity: Light Blue tint
 - High Gravity: Deep Red tint
 - Zero Friction: Icy Blue sparkles
 - Bouncy: Pink/Purple glow
- **Pixel Art** - 16x16 or 32x32 sprites
- **Smooth Animations** - Responsive feel despite chaos

Character Design

- Simple cube or stick figure character
- Expressive reactions (eyes go wide when physics change)
- Particle trails that change with physics state

Environment

- Clean, readable platforms

- Hazards: Spikes, pits, moving platforms, crushers
 - Background parallax layers for depth
 - Subtle visual cues (NOT explicit warnings) for physics zones
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Audio Design

Sound Effects

- **Normal footsteps** → Change pitch/speed with physics
- **Physics change SFX** → Subtle "whoosh" or "glitch" sound
- **Death sound** → Quick, not frustrating
- **Victory** → Satisfying "ding"
- **Ambient** → Minimal, doesn't overwhelm

Music

- **Adaptive soundtrack** - Intensity increases with attempts
 - **Genre:** Electronic/Chiptune
 - **Tempo changes** - Speeds up/slows down with time dilation physics
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Controls

Mobile

- **Left side:** Virtual joystick (left/right)
- **Right side:** Jump button
- **Swipe up:** Alternative jump
- Responsive touch (16ms input lag max)

PC/Browser

- **Arrow Keys / WASD:** Movement
- **Spacebar / W / Up Arrow:** Jump
- **R:** Quick restart
- **ESC:** Pause menu

Control Modifications (when physics change)

- Reverse Controls: Input mapping flips

- Delayed Input: Queue system with visual indicator
 - All other physics: Controls stay same, physics response changes
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💡 Core Mechanics

Death & Respawn

- **Instant restart** - No animation delay
- **Checkpoint system** - Every 3rd platform or 20 seconds of progress
- **Death counter** - Shows per level (adds to the trolling)
- **Ghost mode** - Optional: Show your last 3 attempts as ghosts

Learning Curve

- First encounter with new physics = ALWAYS fails (by design)
- Environmental clues are SUBTLE (for skilled players)
- Pattern recognition rewarded in later levels

Progression System

- **Stars per level:** 1-3 based on deaths/time
 - ★ Complete
 - ★★ Under 10 deaths
 - ★★★ Under 5 deaths OR speedrun time
 - **World unlock:** Linear (must complete previous world)
 - **Cosmetic rewards:** Unlock character skins/trails with stars
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📱 Monetization (Mobile)

Free-to-Play Model

- **First 20 levels free** - Full experience, no ads
- **Ad-supported continuation** - Watch ad to retry after 5 deaths
- **Premium unlock (\$4.99)** - All 100 levels + no ads
- **Cosmetic shop** - Character skins (\$0.99-\$2.99)
- **NO pay-to-win** - All cosmetic only

PC/Browser

- **Browser version:** Free with minimal ads
 - **Steam version:** \$6.99 one-time purchase
 - **No microtransactions** on paid platforms
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Replayability Features

1. **Daily Challenge** - Random level with specific physics combination
 2. **Speedrun Mode** - Leaderboards for each level
 3. **Custom Levels** - Later update: level editor
 4. **Achievement System**
 - "Physics PhD" - Experience all 20 physics types
 - "Masochist" - Complete a level with 100+ deaths
 - "Flow State" - Complete 5 levels without dying
 5. **New Game+** - All levels with 2x physics change frequency
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Unique Features

1. Physics Gaslighting

- Game logs show "Normal Physics" even when it's not
- Loading screen tips LIE about physics ("Gravity is always down!")
- Achievement: "The Game Lied to Me" - Discover first physics change

2. Social Trolling

- **Share Fail Compilation** - Auto-record last 10 deaths
- **Challenge Friends** - Send specific level with custom physics combo
- **Rage Meter** - Tracks controller shakes/screen taps, shows on death screen

3. Meta Humor

- Character breaks 4th wall when physics get absurd
 - Pause menu has fake "Report Bug" button (it's a trap)
 - Credits scroll with wrong physics (bounce upward, etc.)
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Success Metrics

Launch Goals (First Month)

- 100,000 downloads
- 4.0+ app store rating
- 30% level 20 completion rate
- 5% conversion to premium

Engagement Metrics

- Average session: 15 minutes
 - Retention D1: 50%, D7: 25%, D30: 10%
 - Social shares: 5% of players
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Post-Launch Roadmap

Month 1-2: Polish

- Bug fixes based on feedback
- Balance difficulty based on analytics
- Add requested QOL features

Month 3-4: Content Update 1

- 20 new levels (Worlds 11-12)
- 3 new physics types
- Level editor beta

Month 5-6: Content Update 2

- Multiplayer race mode (2-4 players)
 - Community level sharing
 - Seasonal events
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Marketing Taglines

1. "Gravity is a suggestion."
2. "Physics? Never heard of them."

3. "Your degree in physics won't help here."
 4. "We promise this is a normal platformer."
 5. "The game that gaslight's Newton himself."
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Technical Requirements

Performance Targets

- 60 FPS locked (mobile/PC)
- <50MB download size
- <2 second level load time
- Works offline after first launch

Platforms

- iOS 13+
 - Android 8+
 - WebGL (Chrome, Firefox, Safari)
 - Windows 10+ / macOS 10.14+
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Development Priorities

Phase 1 (MVP - 4 weeks)

1. Core movement + 5 basic physics
2. 10 tutorial levels
3. Death/respawn system
4. Basic UI

Phase 2 (Alpha - 6 weeks)

1. 50 levels designed
2. All 15 Tier 1-2 physics
3. Star rating system
4. Sound effects + music

Phase 3 (Beta - 4 weeks)

1. Full 100 levels

2. Polish + juice (particles, screen shake, etc.)
3. Monetization implementation
4. Playtesting + balance

Phase 4 (Launch - 2 weeks)

1. Marketing materials
2. Store listings
3. Bug bash
4. Soft launch (select regions)

Total Development Time: 16 weeks (4 months)