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**1.0 Game Overview**

1.1 Game Concept

The player takes on the role of a futuristic robot whom crash-lands on an unfamiliar planet. He is forced to bail out of the ship before the crash, resulting in himself and his ship landing on opposite sides of an island. The robot must make it to the other side of the island to find his crashed ship.

1.2 Feature Set

* Core gameplay loop:
  + Running and jumping. These two things need to be fun and precise.
* NPC interaction
  + Jumping or punching to eliminate hostile NPC’s
  + Speaking with friendly NPC’s to progress the story or explain how to interact with the world.
* Environmental obstacles and surprises
  + Jumping or otherwise evading obstacles such as logs, rocks, pits, water, etc.
  + Reacting to the sudden appearance of NPC’s, obstacles appearing, etc.

**2.0 Gameplay and Mechanics**

2.1 Gameplay

2.1.1 Game Progression

The game is divided into levels

2.1.2 Challenge Structure

Challenges exist as obstacles and opponents within the game.

2.1.3 Objectives of the Game

To reach the other side of the island where your crashed ship is.

**3.0 NPC Behavior**

3.1 Hostile Characters

Hostile characters will have a limited range of awareness (i.e. when it engages the player) and exhibit simple chase behaviors toward the player.

3.2 Friendly Characters

Friendly characters will speak with the player when engaged. They’ll offer information about the island and its inhabitants, in addition to furthering the story.

**4.0 Interface**

4.1 Visual System

4.1.1 HUD

The HUD is virtually nonexistent. The player only needs a health bar if they are going to survive more than one hit.

4.1.2 Menus

On the initial menu screen there will be options to start a new game and possibly an option to load an existing game. Within the game there will be a pause menu.

4.2 Control System

The camera will be a fixed 3rd person view behind the player. The player controls their character by using the keyboard and/or mouse to move and jump.

4.3 Audio

4.5 Help System

**5.0 Story, Setting, and Characters**

5.1 Story and Narrative

5.1.1 Back Story

5.1.2 Plot Elements

5.2 Game World

5.2.1 General Look & Feel

5.3 Characters