GAME DESIGN DOCUMENT

Game Identity / Mantra:

Acid is a Hole.io-inspired game with a unique twist, featuring a dissolving acid hole that consumes objects in a retro-wave, sci-fi environment.

Target System and Tools:

Acid is designed for Windows 7-11 desktop systems. Development tools include Unity (game engine), Photoshop (textures), and Blender (3D modeling).

Genre/Story/Mechanics Summary:

Acid combines retro-wave aesthetics with
 sci-fi elements, focusing on an acid hole that dissolves and consumes objects to grow in size and unlock
 challenges.

Features:

1. Acidic Dissolution: Unique acid hole mechanic for object consumption.
2. Engaging Progression: Grow in size to devour larger objects.
3. Retro-wave Aesthetic: Distinctive sci-fi visual and audio design.
4. Circular Progress Bar: Visually appealing progress tracking.
5. Dynamic Sound Effects: Immersive audio feedback for in-game actions.
6. Isometric Camera: To emphasize sizes in scene.

Interface:

1. Input Method: Keyboard and mouse for PC.
2. Controls: Arrow keys or WASD keys for movement.
3. Interaction: Navigate the acid hole to consume objects, grow, and unlock challenges. Progress is tracked via a circular progress bar and enhanced with dynamic sound effects.

Art Style:

1. Retro-wave Aesthetic: 80s sci-fi and synthwave-inspired visuals with neon colors, futuristic cityscapes, and geometric shapes.
2. Visual References: "Hyper Light Drifter," "Far Cry 3: Blood Dragon," and "Katana ZERO."
3. Environmental Design: Dynamic environments blending retro-futuristic elements and surrealism.
4. Character Design: Visually striking acid hole with a distinctive, evolving appearance.
5. UI Design: Sleek, 8bit interface elements complementing the game's visual style.