# Game Design Outline

1. Project Deep Abyss

* 1. Game Name: The abysmal abyss (Working title)

1. Game Overview
   1. Game Concept: Control an old-timey diver, who’s sinking to the bottom of an ocean crevice by avoiding or eliminating the obstacles in your way and reach the final challenge at the bottom.
   2. Genre: Indie Platformer
   3. Target Audience: Retrogamers
   4. Game Flow Summary: The player moves through the game from top to bottom while dragging behind him/her a hose which is providing air to your character. The player can move his/her character left and right, but never up. When not supported by a platform, the character will sink in a steady pace which will increase as you come closer to the bottom. Because of the two-dimensional nature of the world the character occupies, his/her hose will act as a wall and can not be traversed. The player progresses by continuing diving deeper while avoiding different enemy mobs and obstacles. The player can stop sinking and asses his/her situation by standing on platforms randomly located on the crevice walls or just floating mid-screen. The player also has to gather more tubing to lengthen his/her air-hose and collect power ups to make the job easier. Each new depth is a new level with its own boss.
   5. Look and Feel: Maritime and sub-nautical. The game will be scrolling downwards together with the playing character. Both sides are closed of by crevice walls. The shallow waters in the early stages of the game should be bright and colorful, and then gradually get darker and murkier until it’s completely dark (unless the player has an ligth source). The different depths should contain depth specific flora and fauna. Some interactive and some decorative.