Game Project: Shadow Shift

Game Production Pipeline

Phase	Description
Pre-Production	Define game vision, core mechanics, mini GDD, and early prototypes.
Production	Create assets and implement gameplay systems and mechanics.
Post-Production	Testing, bug fixing, balancing, polish, and release.

Team Roles & Responsibilities

Game Designer: Defines rules, gameplay loop, and player experience.
Programmer: Implements mechanics, systems, and game logic.
Artist: Creates characters, environments, and visual effects.
Sound Designer: Produces sound effects and audio feedback.
QA Tester: Tests the game and reports bugs.
Producer: Manages planning, deadlines, and communication.

Rapid Prototyping

A paper prototype was created to test the shadow disguise mechanic. Feedback showed the mechanic was interesting but needed clearer visual feedback. Iteration will improve clarity and balance.

Mini Game Design Document

Title: Shadow Shift
Genre: Social Deduction
Target Audience: Casual multiplayer players (13+)
Core Loop: Explore → Complete tasks → Observe → Discuss → Vote
Art Style: Stylized dark environments with strong light and shadow contrast.