***[[Graphic]]***

Metroidius Ferretus

***Subtitle***

*“Tagline”*

*ExScottibur Games*

# Section 1 - Overview

## Elevator Pitch:

A Metroidvania style combat/exploration platformer where the main character is a anthropomorphic ferret.

## High Concept:

## Genre:

2D Metroidvania Platformer.

## Perspective:

Classic 2D side-scroller.

## Target Audience:

## Game Modes:

Single Player Campaign

# Section 2 - Gameplay Features

## Objectives:

## Progression:

## Basic Features:

* Hit enemies without being hit.
* Avoid obstacles to avoid dying.

## Core Features:

* Mario Jump (Player jumps higher the longer they hold the jump button).

## Special Features:

## Online Features:

# Section 3 - Visual & Audio Features

## Visual Features:

## Audio Features:

# Section 4 - GUI Interface

## Main Menu:

## Pause Menu:

# Section 5 - Story

## Narrative:

## Characters:

## Background:

## Current world state:

# Section 6 - Technical Details

## Game Engine:

* Unity

## Art Tools:

* Adobe Photoshop
* Corel Painter

## Audio Tools:

* AVS Audio Editor
* Reaper
* Audacity

## Programming Tools:

* Visual Studio

## Project Management Tools:

* Trello
* GitHub
* Microsoft Office
* Microsoft One Drive

## Playable Platforms:

* PC