***[[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:

* Player starts in a town named “*The Last Burrow”*

## 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:

Brainstorm:

* Player is taken to Asgard and must fight through the 9 realms of Yggdrasil in order to return to their home on Midgard (earth).
* Player comes across a mysterious land that traps those who venture inside of it forever and drives their minds to madness. The player, however, has been gifted with an immunity to this strange curse. As the player saves the residents of the land, the city [main hub] begins to come back to life. This leads to new stores, abilities, and dialogue.

## Characters:

* **Main Character:** Ferret (viewed as an “odd looking rat with a long nose and furry tail”).
* **Townsfolk: Murderers under control of a puppet master.**

## 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