***From the work of Bronwyn Herndon***

*Valley Of Bloenth*

***Game Concept Document***

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# Recent Changes

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| --- | --- | --- |
| **Date** | **Change Made** | **Team Member** |
| 4/49/2015 | * 2.1 Game Concept added * 2.2 Key features added * 2.3 Game information added * 2.5 Story concept added * 3.2 Game Play added * 3.3 Core controls added * 3.4 Enemies added * 4.1 Sound Overview added * 4.2 Consideration added | Bronwyn |
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# Game Analysis

## Game Concept

Puzzle platformer, get past obstacles, to find coins etc.

## Key Features

### Player that can move and jump etc.

### Coins to collect

### Obstacles and puzzles to get past

### Enemies to dodge and /or fight

## Game Information

It will be a puzzle platformer. You will play as a capsule collecting coins to save pay for college.

## Competitive Analysis

### Mario etc.

## Story Concept

### The Set Up

You are a broke college student collecting coins to pay back you debt

### Story Overview

Will work on this maybe

# Game Design Elements

## Gameplay Style

### You will solve puzzles to collect coins

There will be several levels with different puzzles and power ups to get through them, you will have to collect coins and then proceed to the exit.

## Camera

### Camera follows player in a 2d view

## Gameplay

Game play is solving puzzles and maneuvering around the levels to collect coins

## Core Controls

A and D as well as arrow keys to move from side to side. Space or up arrow key to jump.

## Enemies

### Enemy Generators

Each level will be manually set up, no random generation.

### Enemy Types

#### Minions

Minions will have close range combat and you will be able to avoid them.

### Boss Enemies

#### Boss Enemy Overview

There will be a boss in the final level (Tribeca fried chicken??)

You will have to use special moves you learned in previous levels to defeat him.

# Sound

## Overview

The sound in this game will be from the internet. It will be a surprise.

## Considerations

### Genre – platformer

I will add different background music for the different levels and the enemies will each get their own sounds as well

# Expanded Gameplay

## Overview

## Sample Game Experience