**GAME DESIGN DOCUMENT**

**The Depths**

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## 1. Executive Summary, Quick overview

A Hack 'n' slash 2D platformer that is based on an unknown planet, which is inhabited by strange monsters. The main characters job is to fight his way through the depths to find out what is down below.

## 2. Target Audience

Anyone who likes 2D platformer games, all ages. Art style is going to be pixel-style without any blood splattering.

## 3. Main Characters

A yet to be named futuristic Asian themed swordsman. Has several attacks to choose from.

## 4. Main Features

### 4.1 Main mechanics
Killing monsters. Responsive and fun movement. Navigating through the depths while stumbling into monsters.

### 4.2 Movement
Jumping and horizontal movement. Horizontal movement using arrow keys and jumping with space.

### 4.3 Physics
Earth-like gravity and "snappy", fast-paced physics meaning fast-paced.

### 4.4 Multiplayer mode
None planned, local multiplayer with DLC.

## 5. Genre, Setting, Concept Art book

2D hack 'n' slash platformer, based in unknown planet in outer space with reddish black eerie theme (Fig. 1). UI is designed to be simplistic, non-cluttering.



Figure 1. Work in progress image of an underground level.

## 6. Enemies, NPCs, Other objects
Planning on 2-3 enemy types that exhibit several types of attacks/responses. Possibly NPC for early tutorial stuff.

## 7. Story board, script*

### 7.1 Story overview
Main character hacks his way to the bottom of The Depths in search of answers. Details of the story are still under consideration.

### 7.2 Progression, World 1
Tutorial world, where player is instructed with controls.

### 7.3 Progression, World 2
Actual playable level with complex tunnel structure, entrance for the actual Depths.

### 7.4 Progression, World 3
Boss monster room or another ending for the adventure, depends on the story ended up on.

## 8. Technical definitions, Tech guide*

### 8.1 Platforms, versions
Planned only for PC, Mac and Linux

### 8.2 Control Scheme
Arrow keys for directions, space for jumping, Z, X and C for attacking and interacting.

### 8.3 Limitations
Art will be most limiting factor as I have almost zero skills in photo editing as seen from concept art above. Making movement precise and responsive might be the biggest challenge programming wise.

## 9. Business definitions*

### 9.1 In-app purchases
No in-app purchases planned.

### 9.2 DLC packs
DLC packs for additional depths and weapons is planned. Local multiplayer.

## 10. Outsourced/Bought Assets
Most art used is going to be freeware from unity asset store or opengameart.org, no plans for bought assets.