A picture containing train, graffiti, clock

Description automatically generated

**Game Design Document for:**

Platformer

**One Liner, i.e. Platformer**

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Version # 1.00

Monday, March 07, 2022**Table of Contents**

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# Foreword

Use the **project management** hub below to include:

* Scheduling
* Deadlines
* Milestones
* Time management

Additionally, in the appendix you can add diary or journal submissions (if that is how you are tracking your project). Use the appendix to add classroom notes, references and images used.

You can reformat the font, font size etc of the GDD but keep the table of contents for ease of use (right click on table to update it when changes are made).

# 

# Project Management

## Version 1.10

Version 1.10 includes some tuning and tweaking that I did after making my initial pass at the design. Here is what I changed.

## Version 2.00

Version 2.00 is the first version of the design where a major revision has been made now that much more is known about the game. After many hours of design, many decisions have been made. Most of these large design decisions are now reflected in this document.

Included in the changes are:

1. Pairing down of the design scope.
2. More detailed descriptions in many areas, specifically A, B and C.
3. Story details.
4. World layout and design.

## Version 2.10

Version 2.10 has several small changes over that of version 2.00. The key areas are in many of the appendixes.

Included in the changes are:

1. Minor revisions throughout entire document.
2. Added “User Interface Appendix”.
3. Added “Game Object Properties Appendix”.
4. Added concept sketch for world.

# 

# Game Overview

### What is the game?

Describe the game in a paragraph. This is the answer to the most common question that you will be asked. Put the concept and premise here.

**Concepts**

Tower defense

2D or 3D Like BTD, plants vs zombies and clash of clans.

Base game: Waves of enemy’s zombies, soldiers, aliens etc. towers to kill the enemies and waves or objectives.

More advanced: Towers that cost different amounts, a money system, or a points system.

Advanced: Upgrades, for the towers special ability’s freeze, double damage, reverse time etc.

**Platformer**

2D like Mario or donkey Kong.

Base game: Having an objective and enemies to avoid or interact with. Having different Hight

platforms to jump to avoid enemies.

More advanced: adding weapons and objects to interact with. Maybe an inventory system or collectables.

Advanced: probable won’t get to this point: grapple hooks, portals, grenades.

Platformer is the game that I chose to make. I started by making the game outline of what I wanted to make, then I chose to cut it down into sections and outlined the most important things I needed to implement and then added things like, grapple hooks, portals, grenade to the least important and jumping collisions etc. to most important.

I then asked myself what “What do platformers usually have in them?” and looked at what themes platformers had and made a list, of what I found during my research. Here is the list.

* What do platformers usually have in them
* Jumping, double jump
* Sliding
* Collectables
* Time trophies
* Movable objects
* puzzles
* music
* blocking, reduced damage
* lives, coins, etc.

### 

### Who is the target audience?

Consider the brief, genre, and use of IP- discuss your created target demographic and why/ how you will target them.

My main target audience is 12- to 34-year-olds because of the PG nature of my game. I decided to make my 12- to 34-year-olds game because I can then market my game to a wider target audience. Mario, Donkey Kong, and Ray Man are verry successful platformers that are targeted at kids.

### What themes are present in the game?

Summarise the theme/s of the game. You can elaborate on the premise of the story to help you establish the theme.

The themes that are present

### How many characters do I control?

### What is the main focus?

Now that we know where the game takes place and what the player controls. What are they supposed to achieve in this world?

# Feature Set

## General Features

You can add or take away features in this section

Brief overview:

Dialogue system

Narrative design

## Gameplay

List items here that are key to the gameplay experience