<The Facility>

<Your Company Logo Here>

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Special thanks to Alec Markarian

Otherwise this would not have happened

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# Overview

## Theme / Setting / Genre

- <Puzzle Platformer>

## Core Gameplay Mechanics Brief

- <Navigation of 3-dimensional environments using advanced movement>

- <Solving of puzzles>

- <Gameplay Mechanic #3>

- <Gameplay Mechanic #4>

## Targeted platforms

- <P.C>

- <Example Platform #2 Here>

- <Example Platform #3 Here>

## Monetization model (Brief/Document)

- <Free> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

- <NA>

(How do you plan to monetize the game?)

## Project Scope

- <Game Time Scale>

- Cost? (Nothing)

- Time Scale (2-3 months)

- <Team Size>

- <Core Team>

- Anthony Snell

- Programming and level design

- 0.00

- etc.

(List as many core team members as you need to)

- <Marketing Team>

- Team Member name?

- What does he/she do?

- <Cost to employ them full time or part time>

- Etc.

(List as many marketing team members as you need to)

- <Licenses / Hardware / Other Costs>

- <Total Costs with breakdown>

## Influences (Brief)

### - <Influence #1>

- <Portal (game)> (Television, Games, Literature, Movies, etc.)

- Portal is a large influence in terms of the general concept of the game, as it was a game that encourages creative thinking to solve puzzles and complete levels.

### - <Influence #2>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #3>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain why this is an influence in 1 Paragraph or less/

### - <Influence #4>

- <Medium> (Television, Games, Literature, Movies, etc.)

- /Explain Why in 1 Paragraph or less/

- /Explain why this is an influence in 1 Paragraph or less/

## The elevator Pitch

A puzzle oriented platforming game in which the player must solve puzzles and navigate complex environments in order to progress through a series of tests.

## Project Description (Brief):

The only extra detail not addressed in the elevator pitch was that there will likely only be 2-3 levels maximum. Extra mechanics will be added time permitted, but the core game will be limited to the basic manipulation of objects and navigation of environments that extend vertically.

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

- <Reason #1>

- <Reason #2>

- <Reason #3>

- <Reason #4>

- <etc.>

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Mechanic #1>

- Platforming

/ The player will be able to traverse environments utilizing several mechanics such as jumping and climbing. /

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #2>

- <Problem solving oriented puzzles.>

/ The player will be required to solve a variation of puzzles presented to them using mechanics and basic physics /

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #3>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

### - <Core Gameplay Mechanic #4>

- <Details>

/Describe in 2 Paragraphs or less/

- <How it works>

/Describe in 2 Paragraphs or less/

# 

# Story and Gameplay

## Story (Brief)

<The player will wake up in a room with no idea how they got there with absolutely no explanation of what they are supposed to do, through the exploration of this space they will find a way out of this room and proceed to make their way through the abandoned facility while having to solve puzzles to proceed further.>

## Story (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Use Mind Mapping software to get your point across>

## Gameplay (Brief)

<The game will consist entirely of basic physics oriented puzzles supplemented by basic platforming and environment navigation mechanics.>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed

## - 2D

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

## - 3D

- Characters List

- Player character (unnamed)

- Character #2

- Character #3

- etc.

- Environmental Art Lists

-

- Example #2

- Example #3

- etc.

## - Sound

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

# Schedule

### - <Code>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Environment building + texturing>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Models>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Puzzles>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.