Game Design Document

Vertical Slice 2

Monument Valley

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Concept

The player is presented a menu, which contains a play button, upon pressing the play button the screen drops away revealing the level. This level has in it; One or multiple moving objects, the player character, the exit, and one or more npc seagulls/crows.

The player can move the player character by tapping on the screen, a small circle shows wherever de player tapped on the screen, and the player character will move to this location if possible. The goal is to get to the exit.

Rules

Player

Can tap on the screen to select the location of the character to move to.

Can tap/drag on the screen to move movable objects.

'Enemy'

Can only walk until either a button is stepped on or an edge is reached. and will then turn around to walk in the other direction

Movable objects

Can rotate around a pre-fixed axis when ordered so by the player

Input

Movement character

Tap on screen to set point to move to

Movement objects

tap/drag on screen to rotate objects around axis

Art

UI

Main menu

Player Character

Block(s)

Background

Lighting

Shader

'Enemy'