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# Game Design Doc.

George's Team Project 2010

## Untitled Platformer

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**Type of game:** Sidescrolling PC-game

**Team Leader:** George Pirvu

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# 1 Elevator Pitch

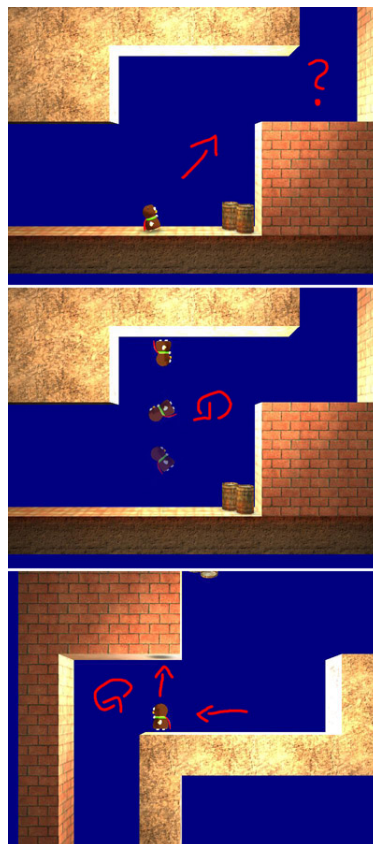
You awake on a foreign planet, you don't know who or what type of creature you are. There is only one hint, a drawing of a worshiped divinity that is painted all over the ruins your trapped in. The divinity looks exactly like you.

## 2 Gameplay

**Untitled Project** is a sidescrolling Windows-PC jump'n'run that focuses on puzzles and especially on exploration. The movement is limited to two dimensions, the game's graphics use the 3d graphic power of gamestudio's A7.

The motivation for the player and the story's main character is native curiosity. The player collects items (f.i. mystic amulets) and gains abilities that allow to enter previously unreachable areas. Two main features are the following:

1. Once achieved, the player is able to manipulate (the falling direction of) gravity, first in  $180^\circ$ , then in  $90^\circ$  turns. It is in discussion whether all/surrounding objects are affected or only the player. At the end of the game it is possible to turn gravity while in mid-air as often as needed.



2. As abilities grow, the main character's divine roots allow to move between two (or more) periods of time (100-1000 years difference). First this feature is limited to special spots, later use is unlimited. Examples: Fossilized wood can only be destroyed in the past but a bridge across the abyss only exists 1000 years later. A magic bean can be planted in the past to reach a high level spot in the future.

### **3 Why choose this idea?**

- An online highscore system displays the time it took the player to complete the area in comparison to other players all over the globe.
- Realizable concept that allows to stop development after some levels or to continue for a long period of time.
- No special leveledesign skills needed! Optional a distributable editor can be included.