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Control GDD

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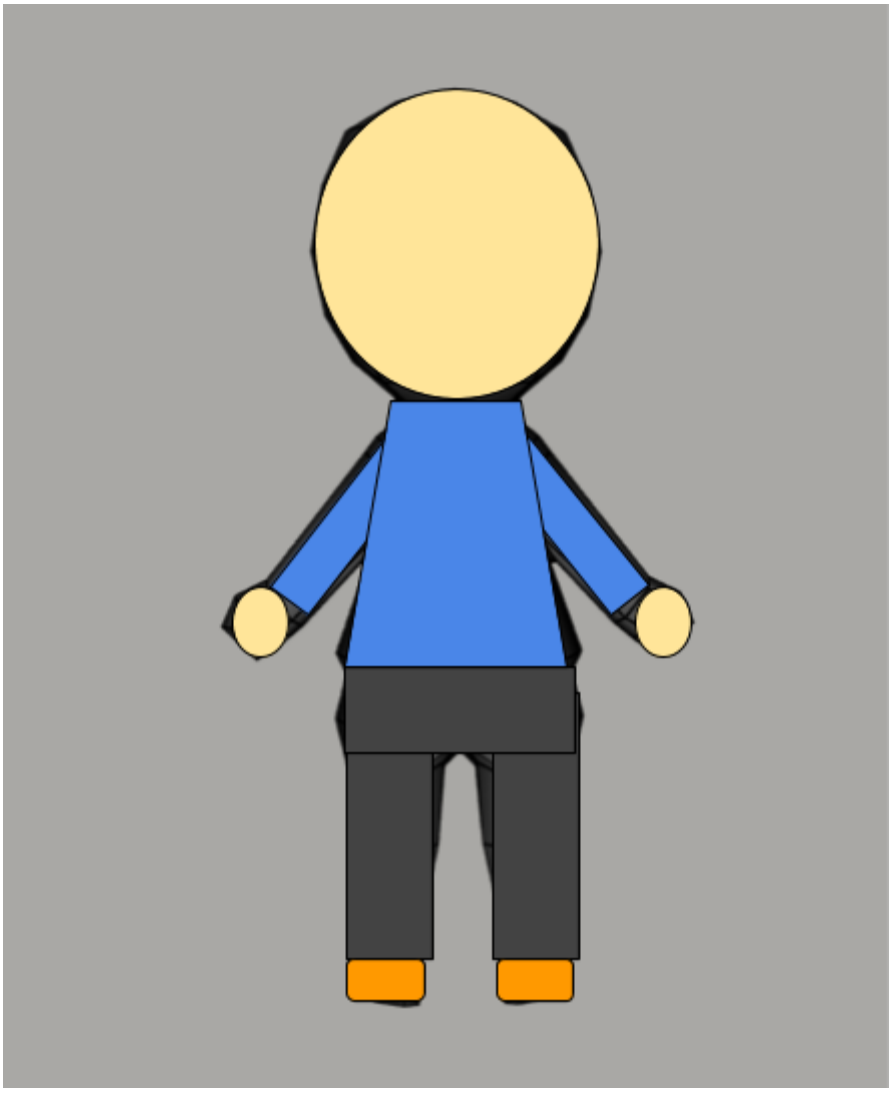
Section I - Game Overview

Game Concept

- 2D abstract platformer where the player is ordered to do certain things. If they obey, the voice is kinder, and the world makes sense; disobey, and the voice becomes more vicious and the world loses its reality.



Genre

- Serious - 2D platformer

Target Audience

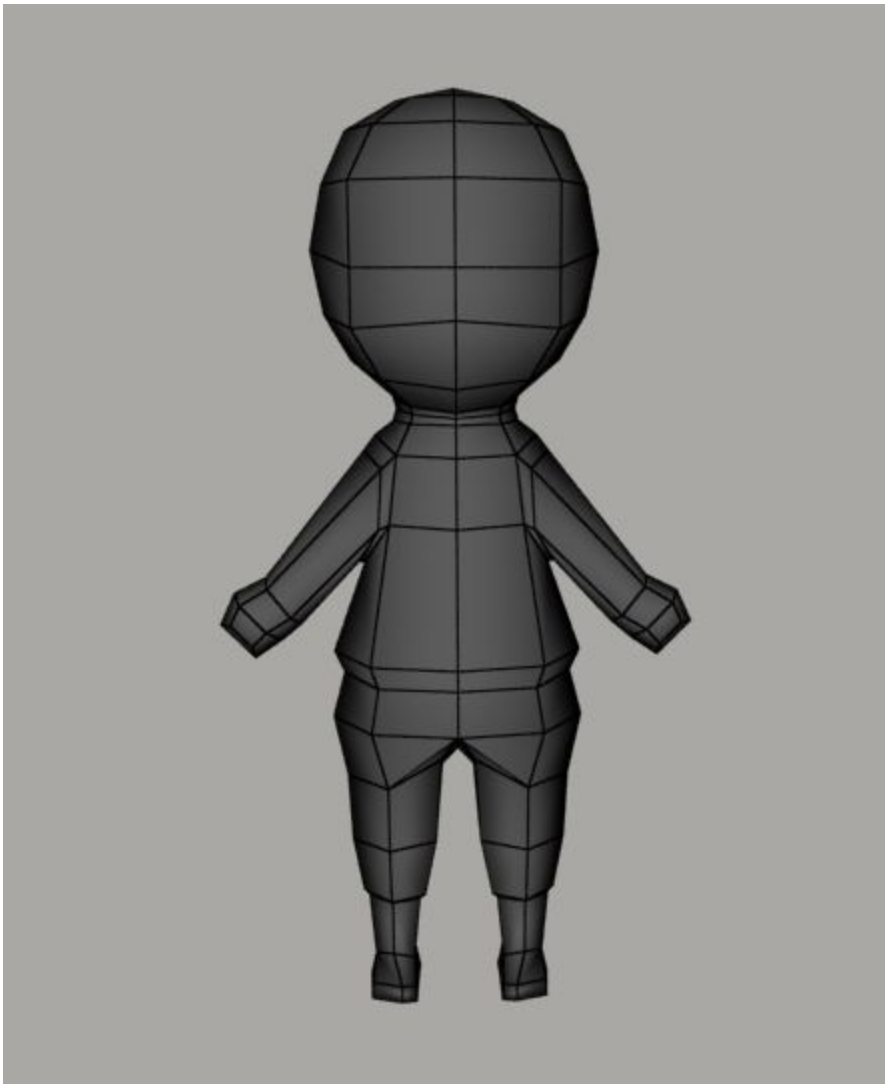
- Teenagers to young adults

Game Flow Summary

- Player moves left/right/up/down via platforming. Brief tutorial will be given

2.6. Look and Feel – What is the basic look and feel of the game? What is the visual style?

- Low-poly, simplistic art design

- 

2.7. Project Scope – A summary of the scope of the game.
- Number of locations
    - 1 design shared amongst all
- Number of levels
    - 5-10?
- Number of NPC's
    - Only the voice of parents

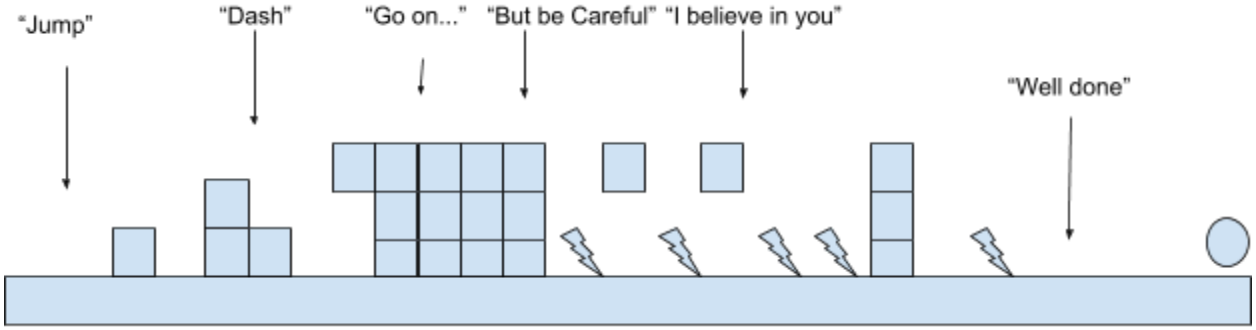
3. Section II - Gameplay and Mechanics
- Gameplay
    - Game Progression
        - Player moving through the levels, either horizontally or vertically along a set few paths
    - Puzzle Structure
        - Puzzles are purely found in choices of which action to take and platforming decisions

3.1.4. Objectives – What are the objectives of the game?
3.1.5. Play Flow – How does the game flow for the game player

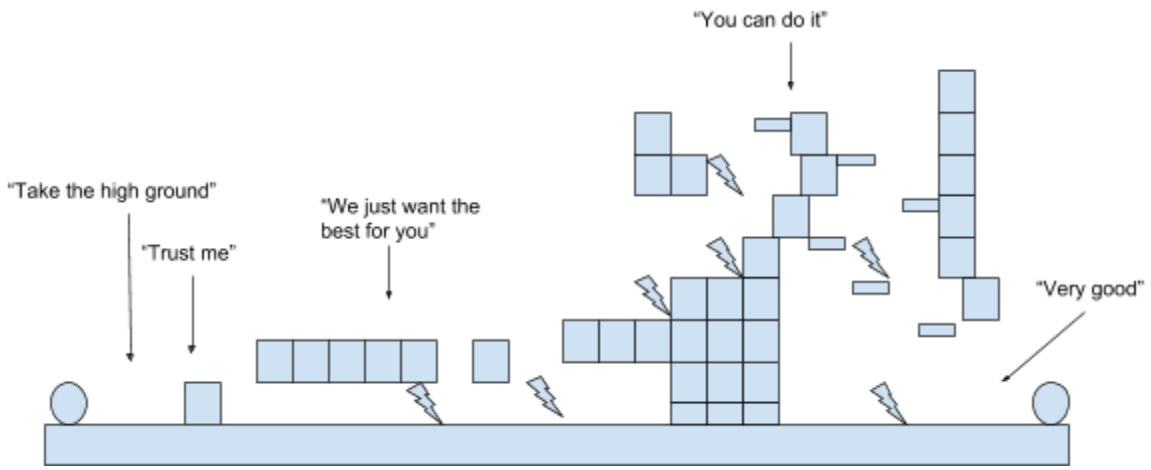
- Mechanics
  - General Physics
    - **Hard to describe?** Not overly floaty, comfortable to move around in.
  - Movement
    - A/D to move left and right, W/Space to Jump

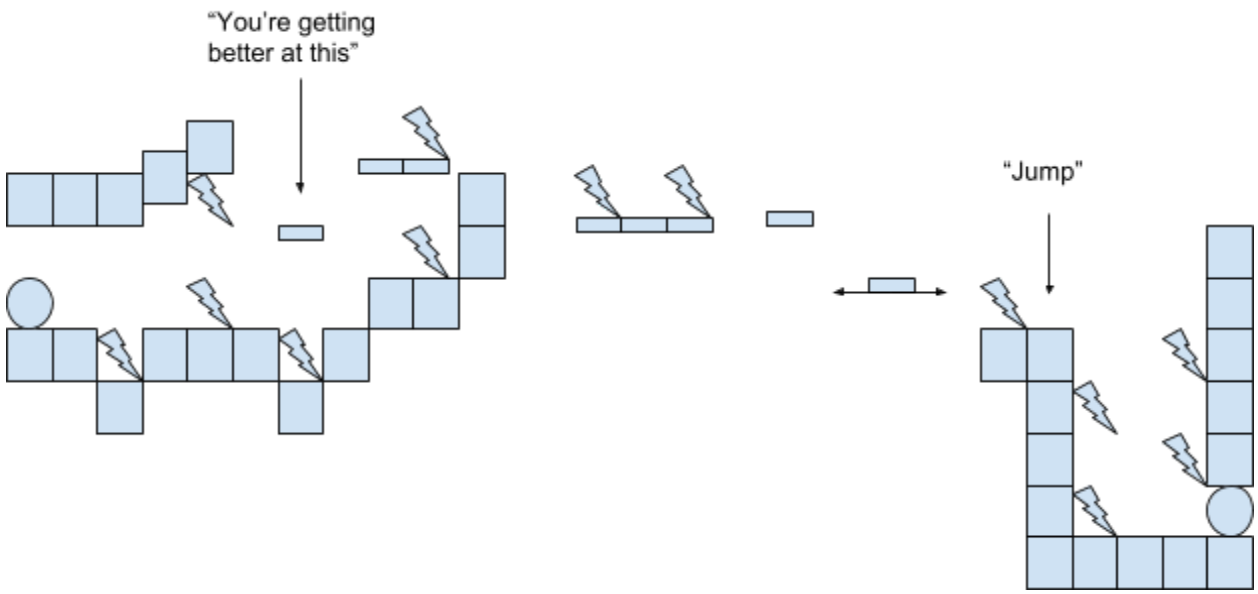
3.2.3. Objects
3.2.3.2.Moving Objects

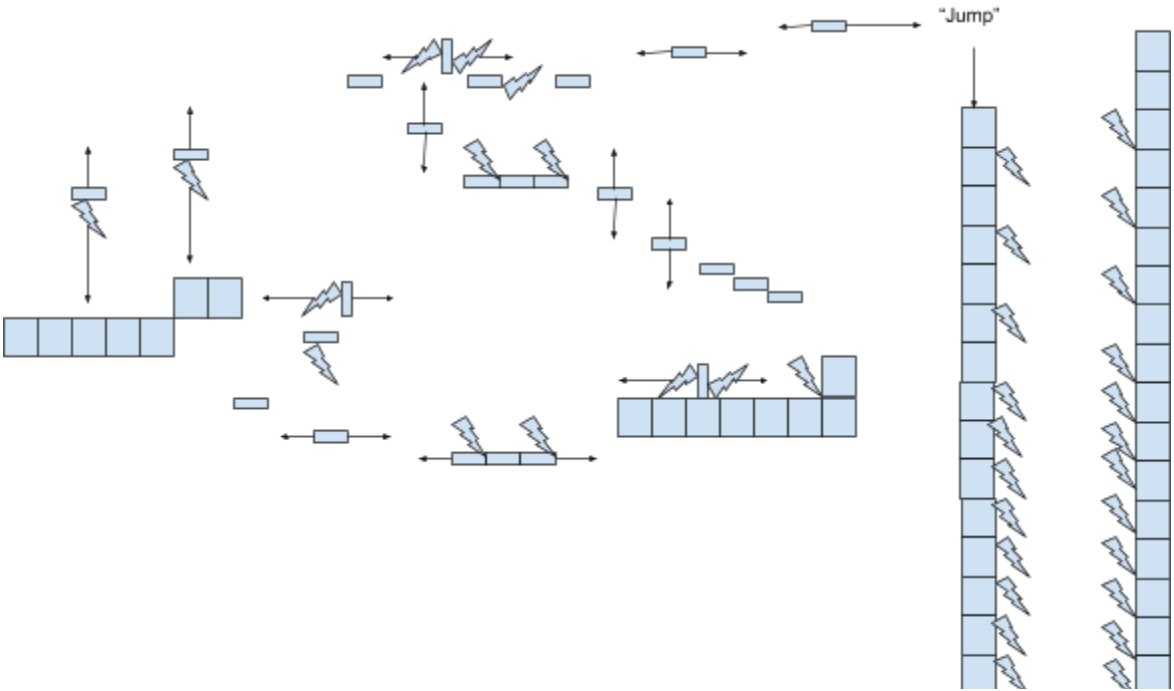
4. Section III – Story, Setting and Character
   4.1. Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.
      4.1.1. Back story
      4.1.2. Plot Elements
      4.1.3. Game Progression
   4.2. Game World
      4.2.1. General look and feel of world
      4.2.2. Area #1



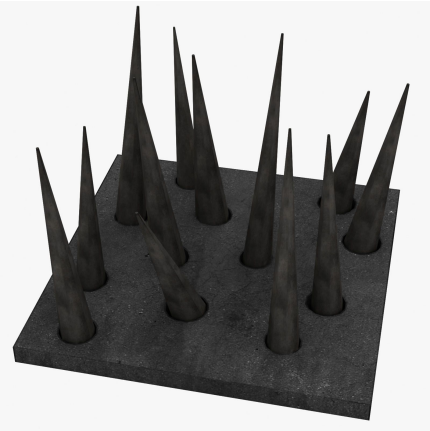
Square: Environment
Lightning: Spikes
Circle: Checkpoint


"You can do it"
"Take the high ground"
"Trust me"
"We just want the best for you"
"Very good"


"You're getting better at this"
"Jump"


"Jump"

6. Section V - Interface
    6.1. Visual System
        - HUD
            - None
        - Menus
            - If applicable/doable
        - Camera
            - Standard Unreal sidescroller camera
        - Lighting Models
            - Lit perfectly without any clear lights
        - Control System
            - A/D for horizontal, W/Space for vertical, Shift/E for dash
    6.3. Audio
        - Gentle background music, sound effects for interactions with

8. Section VII – Technical
    8.1. Development hardware and software
        - Modelling
            - Blender
        - Design
            - Photoshop
            - Illustrator
    8.2. Development procedures and standards
        - Game Engine
            - Unreal Engine
        - Scripting Language
            - Blueprint
9. Section VIII – Game Art - This may be abbreviated with most of the content in an Art Bible.
    9.1. Concept Art
    9.2. Style Guides
    9.3. Characters
    9.4. Environments

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