

Title: Left Alone

I. Overview

1. Concept

A ruined dungeon that our character find himself in, he is might have fell there. He's trying to get out.
Character: He's a miner

2. Genre

RPG, Platform game

3. Objective

Getting out alive

4. What is the game is about

The game is set a simple ruined dungeon where the character is task to fight his way out

5. Platform/Environment

Environment: The setting is a cave dungeon (ambient blue environment)
Resolution: 320x240px
Art style: Pixel art

II. Gameplay & Mechanics

1. Gameplay

Game objective: Solving some puzzles and avoid monsters to get out
Progressions: Moving through level and face more dangerous monsters
In-game GUI: Pickup glass crystal in the cave to use as a distraction

2. Mechanics

Monster can't be killed, but instead be distracted to create an opening and stunned if things go south.
Player can't jump, but instead will climb to the next platform
Hide from monster through dark area and crouch to move quietly
Spotted by the monster, the distraction won't work

III. Levels

1. Intro scene

Menu screen: Start & Quit buttons, Background scene
Intro story board: 1 comic scene of character getting into trouble by accident

2. Intro level

Starting on a pile of rocks, the character raises and begins the journey
Introducing to controlling & moving mechanic

3. Enemies Level

Introduction to the enemies. Showing how the enemy move around as well as their reaction to the environment

This is where the player will encounter an enemy and a guide to use a small crystal nearby to throw and distract the enemy

Small dark area around the level to indicate place to hide

IV. Interface

1. Visual system

HUD: Hit Point, Number of Crystals carried by the character

Keyboard indicator for an action or an interaction

Monster vision of the character indicator

Hiding VFX

2. Control system

D: Moving right

A: Moving left

S: Crouch or Hide

W: Moving up edges or higher platform

E: Take out or put back the crystal for aiming

M1: Throw the crystal

3. Audio, music & sound effects

Simple ambient musics