Me, Myself & Die GDD-Lite

Version History

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| Version | Date | Changes |
| 0.1 | 1 July | Initial notes |
| 0.2 | 5 July | Fleshed out, initial draft complete |
| 0.3 | 10 July | * Clarifications on laser location
* Hazards & non-hazards listed by importance
* Removed alternate theme concepts
 |
| 0.4 | 20 July | * Added Unity object placement specifications
	+ move to tech doc later?
* Added *Camera* section
* Added *Level Design* section
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Overview

MM&D is an isometric level-based puzzle game with an Egyptian theme.

The player must orchestrate their death in specific locations, then use the resulting corpse-blocks as steps and bounce-pads to reach each level’s exit.

Camera

Isometric, Fixed, Diagonal

* Mounted slightly off the diagonal to prevent complete obstruction of hidden areas
	+ Angle currently **30, 230, 0**
	+ Perfect diagonal would be 225, not 230

Level Transitions

* Current level rotates away clockwise on Y to bring in new level
* Lighting remains fixed relative to scene

Loop

 Move -> Die -> Respawn, leaving corpse-block at site of death

 Move -> climb onto / bounce off corpse-block -> Reach exit -> Next level

Core Mechanics

Corpse-Blocks

Each time the player dies, they leave a corpse-block at that location. Respawning at the start of that level, the player can then use these corpse-blocks:

as Stairs

* Player can climb onto corpse-blocks as they would any 1-high block
* Useful as stairs to access areas that are 2-high

as Bounce-Pads

* If player falls onto a corpse-block from any height, they bounce
* Bounce moves player 2 upwards & 1 forwards in the direction of travel

Hazards

*Fall from 2-high block is safe
Fall from 3-high block is lethal*

The player can use these hazards to orchestrate their death.

 Falling (essential)

* Falling from height 3+ onto a surface kills the player

Static Hazard (essential)

* Occupies a ground-tile
* Entering the tile kills the player

Water (high importance)

* Occupies a ground-tile
* Functions as a static hazard, but leaves no corpse-block
	+ Existing corpses still increment
	+ Can be used by the player to ‘reset’ the level

Laser (essential)

* Beam from an emitter embedded in any wall, ceiling, or pillar (N-high block)
* Beam covers a line of tiles until it collides with a wall, push-block, or corpse
* Tiles beyond the point of collision are not covered by the laser, even if they were previously
* Entering any beam tile kills the player

Non-hazards

These objects may appear in levels, but do not directly harm the player.

 Fan (high importance)

* Set into a wall or pillar
* Shunts the player, corpse-blocks, and push-blocks along a line until they hit something

Piston (low importance)

* Set into a wall, floor, or pillar
* Extends across a set number of tiles
* Shunts the player, corpse-blocks, and push-blocks that enter these tiles

 Push-Block (moderate importance)

* May be moved around by the player
	+ If the player moves from an adjacent space towards the push-block, the push-block is shunted ahead of the player
	+ If the push-block is prevented from moving by another object in its path, the player will climb on top of it instead

Level Design

Area

* 5x5 to 7x7 grid
* Level height either always 6, or always *N+1*

Technical



Controls

Movement

Put screen diagram here, indicating quadrants/directions

* Tap in screen quadrants or swipe in any direction
	+ Player moves into empty space
	+ If target space is occupied by a 1-high object, player climbs on top of it
	+ If target space is occupied by a 2-high object or higher, movement in this direction is not possible

Theme

See *Art Bible* for actual detail.

Egyptian Sandstone

 Terrain Sandstone blocks

 Player Alien cube

 Fan Portal-style beam?

 Static Fire

 Water Water-pit

 Laser Laser-crystal, possibly emanating from scarab housing?