One-page game design document

Game Identity / Mantra:

Stylized pixel-art platformer about an ambitious investigative journalist, who navigates through perilous environments to capture and uncover the truth behind a corrupted mayor.

Design Pillars:

Thrill of the chase. Courage against odds. Triumph over corruption and the power of the press.

Genre/Story/Mechanics Summary:

Investigative journalist protagonist, trying to fight corruption, whose main weapon is his camera.

Features:

Dynamic sound design with distinct footstep sounds for different surfaces (e.g., concrete, grass, wood) to enhance immersion.

Atmospheric background music that goes well for pixel-art theme games.

Complex interactions with corrupt policemen, including the ability to temporarily blind them with the camera flash to deffend yourself and be able to escape.

A sprint function that allows players to quickly navigate through dangerous situations.

NPC interactions that contribute to story development, offer hints, or provide side quests related to the main narrative.

A system for collecting incriminating material, that players must find and use to expose the mayor's corruption.

Progressive storyline that unfolds based on game progression not only deepens the gaming experience but also immerses players in a dynamic narrative environment.

Interface:

Basic Movement & Actions
Movement: The player uses the WASD keys for basic movement.

Sprint: Holding the Shift key while moving allows the player to sprint, enabling faster traversal of the game environment.

Interaction with the Environment
Interact: Pressing E lets the player interact with the environment. This includes opening doors or engaging with NPCs.

Photography: A spacebar key is dedicated to using the camera, allowing players to blind corrupted policemen

Mobile phone: Tab key is dedicated to show main quest.

Art Style:

Our art style is inspired by game Stardew Valley.

For Characters we created our own assets with animations and dialogs.

On interier of buildings we used assets that are free to download from:
Modern interiors - RPG Tileset [16X16] by LimeZu (itch.io)

For the city we used assets that are free to download from:
Roguelike Modern City · Kenney

Music/Sound:

We tried our best to make player experience comfortable.

On background music we used assets that are free to download from Unity Asset Store:
8Bit Music - 062022 | Audio Music | Unity Asset Store

On step sounds we used assets that are free to download from Unity Asset Store:
Footsteps - Essentials | Foley Sound FX | Unity Asset Store