One-page game design document

Game Identity / Mantra:

2D plane flight simulator with a goal to collect all coins without hitting anything.

Design Pillars:

Simple, challenging, fun

Genre/Story/Mechanics Summary:

Arcade game Plane Rage is a game that tests players sanity by having only one possible movement – UP!

Features:

The game has a unique feature that you should keep in mind – do not hit the ground, ceiling or any of the obstacles and you will be fine.

Interface:

Player can control the plane by one button = SPACE, which if you press the plane turns upwards. There are also some menus to help navigate through the mayhem.

Art Style:

https://flappybird.io
https://www.minecraft.net/en-us
https://mario.nintendo.com/

Music/Sound:

https://pixabay.com/sound-effects/propellerwav-14433/ - propeller engine

https://pixabay.com/sound-effects/coin-collect-retro-8-bit-sound-effect-145251/ - coin pickup, gives player short feeling of accomplishment

https://www.youtube.com/watch?v=9FMquJzgDGQ - plane crash, you dont want to hear this sound, trust me

https://www.youtube.com/watch?v=S17-UKYnk7Q&list=PLbzGR7H3FyUQXT-XBRNXwVdWB3FDeQBwZ&index=41 - background music, uplifting, but at the same time frustrating after a few deaths