

Platform(er) Stack

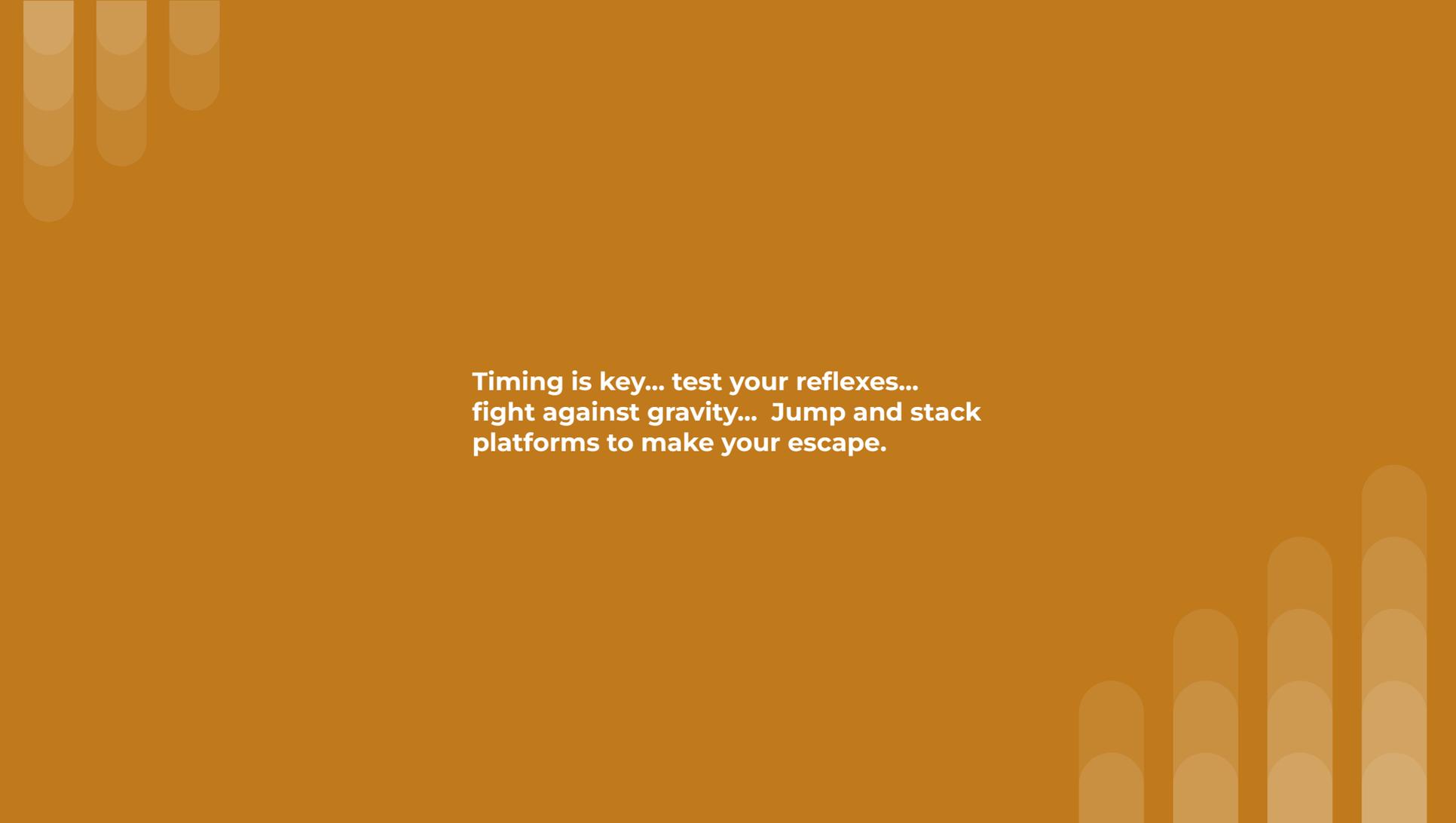
EGAM-203 CHALLENGE 03: ONE BUTTON
MAN





GDD Overview

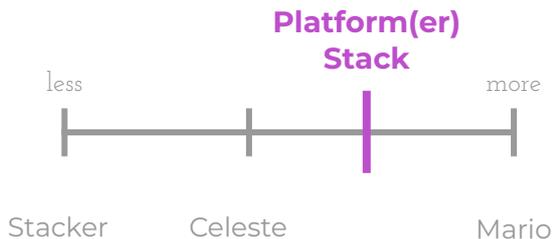
- Product Overview
 - One Button Casual Dexterity Game
- Narrative
 - Domino needs your help to escape his accident.
- Core Mechanic
 - Jump to get to the top, Line up the platforms to “build you a ladder upwards”.
- Visual Style
 - Pixel Art with particle effects.

The image features a solid orange background. In the top-left corner, there are three vertical bars of varying heights, each composed of three overlapping rounded rectangular segments. In the bottom-right corner, there are four vertical bars of increasing height from left to right, each also composed of three overlapping rounded rectangular segments. The text is centered in the middle of the page.

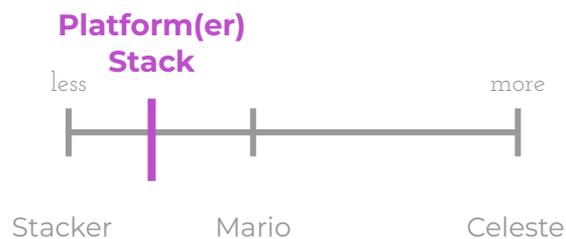
**Timing is key... test your reflexes...
fight against gravity... Jump and stack
platforms to make your escape.**

GENRE OVERVIEW - Casual/Platformer

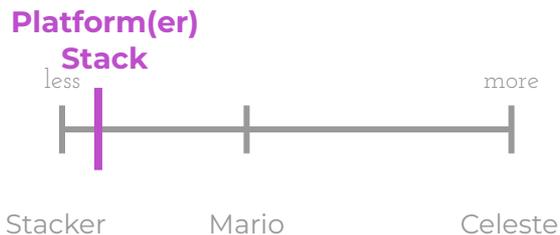
PROGRESSION



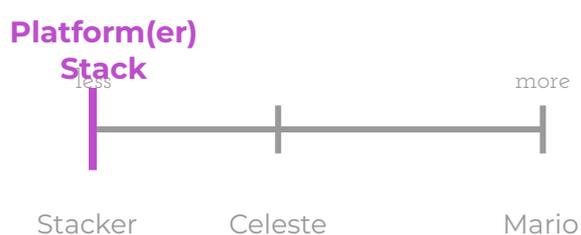
EXPLORATION



NARRATIVE



COMBAT





PROJECT OVERVIEW

Basic Overview: Platform(er) Stack is a single player game where the player uses dexterity, timing, and quickness to stack platforms to help escape to the top of the mines to eventually win.

Genre: Casual/Platformer

Target Audience: Achievers

Platform: PC & Mobile



CLOSEST GAMEPLAY COMPARABLE

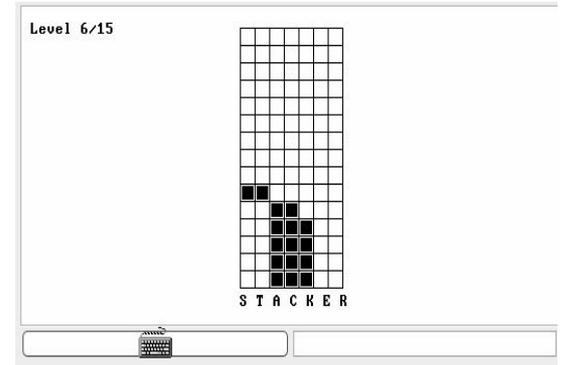
Super Platform Stacker Deluxe



Tricky Towers

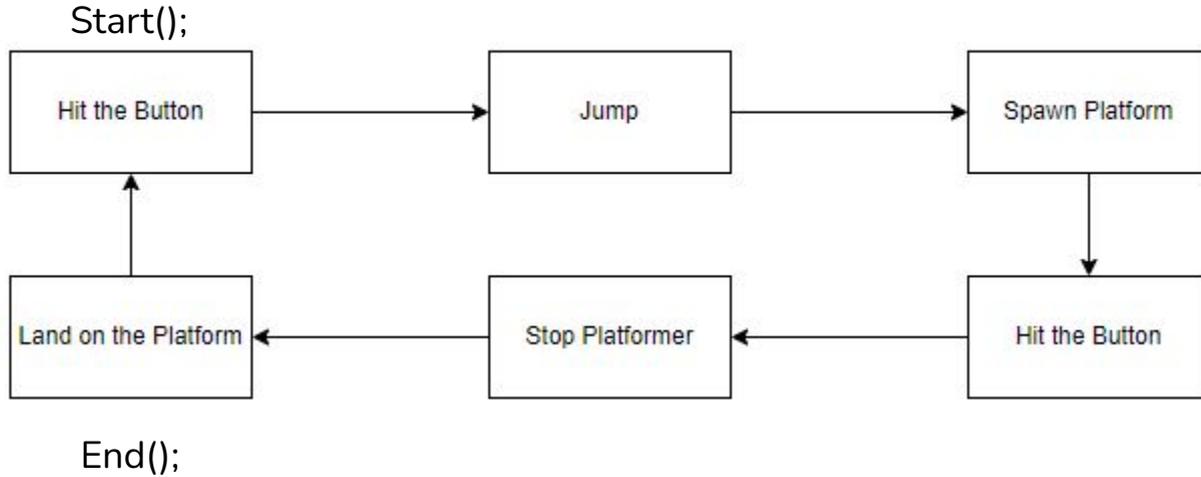


Stacker





GAMEPLAY LOOP (SIMPLE)





Narrative Introduction

You're a miner looking to frack oil and you've finally hit a tap. Except this liquid is lava, so now you must escape.



WHO IS YOUR MAIN PLAYER?

Domino is the main avatar which the player controls. He works in the mines fracking oil for a living. It's his last day of work, and boy, is he glad to leave the dirty, dangerous, long houred job of this industry. BUT WAIT! There is an accident an hour left on his shift and he's struck something more than oil, LAVA?!?!



This is Domino ->



**With One Button, you
can Stack and you can
Jump.**



CORE MECHANIC

The two core mechanics of the game require the player to jump to escape the rising lava, and the other mechanic is spawn platforms which you must stack on top of previous platforms to gain stability with you landing and balancing.



GAMEPLAY LOOP (IN-DEPTH)

The gameplay loop which rewards the player is the finesse in trying to line up the platforms to harmoniously work with gravity, not against it. With only one button to press, the gameplay loops starts with a jump. After a the player presses that first jump, a platform is spawned from either the left or right GPPFECM (Gooney Portable Platform for Extreme Cases Machines). You next must hit the same button to have the Goop stop where the button is pressed, which creates a platform, helping you escape. You continue this loop until you can reach the surface of the mines. As you're racing against the clock, you must minimize room for error or else Domino won't get to see his new life after the oil fracking business.



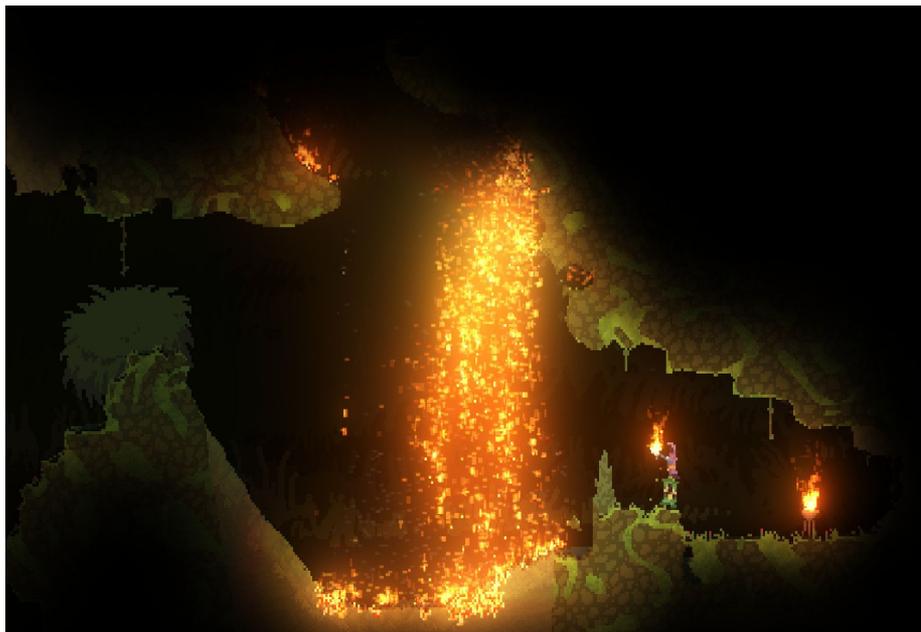
CONTROLS

The player controls are simple, you press a button, that's it. Everytime you press the button it switches from jump to stop platform.



VISUAL STYLE

Noita



Spelunky

