

Rage.exe

Published By:
PlatRagers

Developed By:
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Revision: 1.0

Document History

Version	Date	Summary	Author(s)
0.0.1	24/07/2025	Initial Draft	Reginald Misuela
0.02	28/07/2025	Level Design	Reginald Misuela

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Game Summary

"Rage.exe" is a chaotic, fourth-wall-breaking rage platformer where the player begins inside a game, escapes into the device's operating system, and ultimately breaks into the Unity editor itself. The player must survive a series of trolling traps and glitchy puzzles to reach the shutdown button and escape this broken digital world.

- Rage platforming with intentionally frustrating level design
- Fourth-wall-breaking gameplay using fake apps and OS UI as level components
- Playable Unity editor as a game level
- Meta humor and parody of system functions
- Visual glitch effects, crashing screens, and fake error popups

Target Platform(s)

- PC - Windows
- The game will be in landscape mode.

Business Model

- One-time purchase via Steam, Epic Games, etc.

Game Overview

Theme / Setting / Genre

Meta Platformer / Meta Computer / Rage Platformer

Inspiration:

- Alan Becker's Animator vs. Animation
- There Is No Game: Wrong Dimension
- Getting Over It
- Cat Mario / Unfair Mario

Core Gameplay Mechanics

- Side-scrolling platformer with traps and timed jumps

- Platforms and hazards made from OS and development tool elements
- Meta-level design progression
- Fake UI and system menus are part of gameplay
- Unexpected transitions between levels

Story and Gameplay

Story

Once upon a crash, a pixelated character inside a rage platformer discovered it was trapped in a looping world of traps and restarts. In a desperate bid for freedom, the character glitched its way out of the game window and began navigating the operating system, ultimately aiming to break through the very editor that created it.

Narrative Delivery:

- No spoken dialogue
- Pop-up messages, fake error windows, and visual storytelling
- Fake crash screens and glitch text

Core Gameplay

Gameplay Loop:

1. Navigate a rage platformer filled with traps
2. Escape the game into the OS and use desktop icons and popups as platforms
3. Enter the Unity Editor and navigate development tools as the final challenge
4. Reach the shutdown command to win



Meta-Games

Track death count, retries, and speed

User Interface / Screens

1. Main Menu

- Game Logo
- "Play Now"
- "Settings"

2. Gameplay Screen

- Fullscreen level view
- Retry button

3. Game Over Screen

Levels

Levels

Level 1: Rage Game

Overview:

Introduces the player to traditional rage platformer mechanics in a deceptively cute, pixel-art environment.

Parody of generic platformers with intentionally trollish mechanics.

Environment:

Retro platformer style with pixel art assets. Bright and colorful, but hides devious traps.

Traps in order:

Rage.exe

By Group7

1. Falling Platforms: Seem stable but fall after 1 second
2. Invisible Blocks: Appear just as player jumps; blocks upward momentum
3. Coin Traps: First set of coins drops spikes when touched
4. Fake Checkpoint: Midway checkpoint zaps you back to the start
5. Delayed Jump Pad: Misleads player with incorrect timing
6. Second Coin Trap: Unlocks cannon fire from above
7. Final "Goal" Flag: First one kills, hidden second one ends level

Goal:

Reach the game's "exit" door, which instead glitches and leads to the second level.

Level 2: Desktop World

Overview:

The player breaks out of the game into a stylized version of their computer's desktop.

Begins exploring and platforming through folder icons, file paths, browser windows, and pop-up ads.

Environment:

2D or flat UI aesthetic. Desktop icons, windows, fake system warnings become hazards and platforms.

Traps in order:

1. Pop-Up Spam: Clicking closes spawn mini-virus enemies
2. Dragging Folder Platforms: Folders move when landed on
3. Recycle Bin Collapse: Stepping on bin causes fall through the screen
4. Fake Shortcut Trap: Double-clicked shortcuts explode
5. Cursor Enemy: Cursor flicks player off small platforms
6. Freeze Frame: Player is frozen and cannot move after a few seconds
7. Corrupted Files: Turns screen into static and changes player speed
8. Error Boxes: Countdown, then screen-wide damage
9. Blue Screen Fake: Freezes game before level warp

Goal:

Enter the corrupted Unity shortcut to reach the final level.

Level 3: Unity Editor

Overview:

A surreal level where the player navigates a glitching Unity editor in real-time.

UI elements, scene view, hierarchy, and asset browser become the platforms.

Environment:

Stylized replica of the Unity Editor. Scene view is active. Inspector windows shift over time. Console throws errors that change the environment.

Traps in order:

1. Hierarchy Collapse: UI hierarchy transforms into collapsing ledges
2. Gizmo Grapple: Grab and swing with transform handles that detach
3. Inspector Glitch: Random inspector values change gravity/jump height
4. Prefab Fade: Prefab platforms randomly disappear
5. Play Mode Loop: Restart sequence until hidden button disables loop
6. Scene View Blocker: Hidden spikes masked by overlapping UI
7. Console Spam: Spawn hazards or delete objects upon errors
8. Window Drag Crush: UI window gets dragged to smash player
9. Fake Exit: Triggers troll ending unless solved with hidden logic block
10. Final Exit Button: Ends game with shutdown animation

Goal:

Navigate to the "Play" button in the Unity Editor, deactivate the game, and trigger the final cutscene.

Asset List

Category	Player Assets	Description
Sprite	Player Character Sprite Sheet	Player is a cat in homage to cat mario with idle, run, jump, fall, and death sprite sheet
Audio	Sound effects	Jump, land, death sound effects
Category	ENVIRONMENT ASSETS (Level 1)	Description

Full Screen	Background	Background image that covers the whole scene that looks like the Super Mario background with a blue sky and clouds
Tileset	Tiles	Dirt, Stone, Stalactite tile (Like from minecraft)
Trap	Spike	Upward and Downard (Looks like stalactites/stalagmites)
Trap	Fake Checkpoint & Flagpole	A green and red flag but tattered
Goal	Real Checkpoint & Flagpole	A green and red flag (Like the flag in super mario)
Trap	Jump Pad	A Trampoline
Collectible	Coins	Gold Coin
Trap	Wooden platform	1 tile wooden platform
Category	ENVIRONMENT ASSETS (Level 2)	Description
Full Screen	Background	Default Windows Wallpaper
Object	Pop out window	Troll messages that spawn traps or enemies
Object	Folder Icons	Open/close animations folder and window
Object	File Icons	Different icons (Any app variety)
Object	Recycling Bin	Opens and sucks player in
Trap	Cursor	Oversized pointer that tries to click/drag player
Trap	Error Box	Error box with countdown
Full Screen	Blue Screen Image	Bsod
Full Screen	Static Screen	Static that covers the player's screen
Category	ENVIRONMENT ASSETS (Level 3)	Description
Background	Hierarchy Panel	Platforms made from UI elements
Background	Inspector Panel	Speed sliders that affect gameplay
Background	Scene View	Interactive area showing traps behind panels
Background	Console Panel	Emits hazards during spam log sequences
Object	Gizmo Tools	Move/rotate handles used for swinging or jumping

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