

World of Eli — Game Design Document

Game Title

(Fill in after Session 1 with Eli)

Created By

Eli, with Dave and Uncle Luke

Game Concept

What is this game about? What makes it fun?
(Eli describes his game idea here)

The Hero

Name:

What do they look like?

What is their one special ability?

The World

Setting (space, castle, forest, ocean, other):

What does it look like?

Any special rules about this world?

Core Game Loop

The simplest version of the game:

One Player Action

What can the player do? (jump, shoot, collect, dodge, etc.)

Win Condition

How does the player know they won?

Lose / Restart

What makes the player lose? How do they try again?

Session Log

Session 1

Date:

What we built:

What Eli loved:

What to do next:

Session 2

Date:

What we built:

What Eli loved:

What to do next:

Session 3

Date:

What we built:

What Eli loved:

What to do next:

Ideas for Later

Big ideas we want to add eventually but are saving for future sessions:

Art & Assets

Track the art Eli has created:

AssetDescriptionLocationSlack #artSlack #artSlack #artTechnical Notes

Framework: Next.js + TypeScript

Hosted on: Vercel (auto-deploy from GitHub)

Game engine: (TBD — Canvas / Phaser / Three.js)

Repository: <https://github.com/LukeLit/WorldOfEli>