The Project Nebula in Ethverse

Game Design Document

1. Game Overview

- **Genre:** Fast-paced Puzzle / Strategy
- **Platform:** The Sandbox (Game Maker)
- **Target Audience:** Players who enjoy quick-reaction games, puzzle-based movement, and sci-fi themes. Ideal for leaderboard-driven.
- **Game Mode:** Single-player
- **Art Style:** voxel art with sci-fi, colored floating space environments.

2. Core Concept

Players enter the unstable 8th World in the Ethverse — a collapsing dimension — and must collect "Nebulas" to restore cosmic balance. Each level becomes progressively harder as floor tiles disappear in timed loops.

3. Core Gameplay Loop

1. The player spawns in a maze-like floating level.
2. tiles begin disappearing in intervals.
3. The player collects Nebulas scattered throughout the map.
4. Must reach a safe zone before the floor vanishes.
5. Level complete > next level begins (10 levels total).

4. Meta Loop

- Players complete all 10 levels in a run.
- Final score = total Nebulas collected.
- Compete for high rank in the weekly leaderboard event.
- Incentives include recognition and community engagement.

5. Key Features

- 10 handcrafted levels with increasing difficulty.

- Disappearing floor mechanic.
- Each level begins with a clear visual and audio timer cue, signaling the start. Players hear an alarm sound that builds tension, warning them of the upcoming tile collapse and encouraging them to plan and move toward safe tiles quickly.
- Unique sci-fi themes per level (purple/orange etc).
- Nebula collectibles as core scoring mechanic.
- Community leaderboard system.
- Designed for quick sessions, high replayability.

6. Narrative & Setting The Ethverse is a multiverse of worlds — the 8th World is destabilizing. As a lone adventurer, you are tasked with collecting Nebulas, the energy source that stabilizes time and space.

7. Visual Direction

- Clean, futuristic, floating space architecture.
- Strong use of color themes per level (orange, purple, etc.)

8. Post-Launch & Event Integration

- Replayable experience with scope to add new levels and seasonal content.
- Ongoing community engagement through Discord and Twitter micro\daily contests.
- Daily winner of daily contest announcements during the one-week event.
- All event-related rewards will be distributed after final verification at the end of the campaign.

9. Development & Tools

- Developer: Solo Creator (Kash)
- Tools: VoxEdit (for asset creation), Game Maker (logic and level design)

10. Notes

- Fully solo-built project: all assets, logic, level design and concept were developed independently.

- Community-focused, experience designed for fun,and challenge.

11. Gameplay Flow Breakdown

1. **Entry & Introduction**
    - Players spawn into the game beside a **visible drone** character.
    - The drone delivers **narrated dialogue** introducing the **situation, mission purpose, and world context** — setting up the story for the player.
2. **Transition to Main Maze**
    - Once the drone's dialogue concludes, a **portal appears**.
    - This portal acts as the **gateway to the main maze gameplay**, taking the player directly into the first challenge zone.
3. **Floor Disappearance Mechanic**
    - After a few seconds (timed via pre-built backend logic), the **floor disappearance loop begins**.
    - A **warning alarm sound plays**, and parts of the floor vanish, forcing the player to move quickly to **safe tiles** to avoid falling.
    - This cycle repeats throughout the level to maintain tension and pace.
4. **Collectible & Progression Challenges**
    - Players must navigate mazes while collecting key items (Nebulas).
    - Challenges include:
        - **Large platform gaps** that require well-timed jumps.
        - **Narrow, congested pathways** that test balance and precision.
5. **Interactive Feedback**
    - Each interaction (e.g., tile falling, collectible pick-up) is accompanied by **visual or sound cues** to keep the experience responsive and immersive.

- For example: A **collectible pickup** flashes or plays a chime to confirm progress.

6. **Quest Updates (Story Reinforcement)**
    - After **each level completion**, a quest update informs the player:
        - How much “stability” they’ve restored to the world.
        - This reinforces the narrative one level at a time.
    - There is a numeric **display** of Nebulas collected.
7. **Final Victory Scene**
    - Upon completing the final level:
        - The player is returned to the **starting zone** via teleport.
        - A **VFX-based Crowd Event** plays in the background.
        - A **Victory Screen UI** appears to mark completion and celebrate success.