

Project-N Game Design Document

1. Game Overview

Title: ProjectN

Genre: 2D Action Platformer

Platform(s): PC

Engine: Godot

Target Audience: Fans of fast-paced platformers

Game Summary

In *ProjectN*, you do not play as a traditional character; instead, you **are the weapon**. The game flips the usual platforming mechanics by making the weapon the protagonist. Your goal is to eliminate all enemies in level by maneuvering through the environment, attacking enemies.

2. Core Gameplay Mechanics

Player Controls

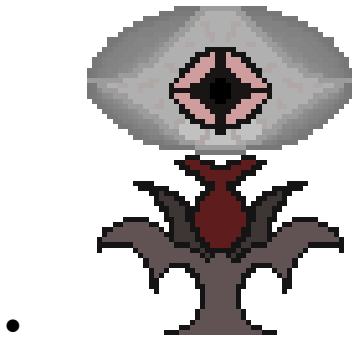
- **Movement:** The weapon moves by dashing, and using momentum-based traversal.
- **Attacks:** The weapon can attack, heavy attack or ultimate.

Combat System

- Defeat all enemies in a level to finish the game.
- Different enemy types require different attack approaches.

3. Enemy Types





4. Timeline

Phase 1: Pre-Production (Day 1-2)

✓ Day 1: Concept & Planning

- Define **core gameplay** (You are the weapon, attack enemies, finish the level).
- Assign tasks (programmers, artists).

✓ Day 2: Basic Prototype Setup

- Set up a project in the **chosen engine (Godot)**.
- Implement **basic movement controls** for the weapon.
- Create **simple enemy AI (stationary target or patrols)**.
- Draft **placeholder art** and level layout.

Phase 2: Core Development (Day 3-9)

✓ Day 3-5: Core Mechanics & Combat

- Finalize **weapon movement** (dashing).
- Implement **basic attacks** (attack, heavy attack, ultimate).
- Add **enemy interactions** (damage, death).
- Create a **simple tutorial level**.

✓ Day 6-7: Level Design & Progression

- Add **platforming challenges** (walls, hazards).
- Implement **enemy variety** (melee, ranged).

✓ Day 8-9: Art & Sound Integration

- Replace placeholders with **final sprites & animations**.
- Implement **basic UI (start menu, health)**.

Phase 3: Polish & Testing (Day 10-14)

✓ Day 10-11: Polish & Effects

- Add **hit effects** and damage feedback.

✓ Day 12-13: Playtesting & Debugging

- Fix **bugs & game-breaking issues**.
- Adjust **enemy difficulty & player movement** for balance.

✓ Day 14: Final Touches & Submission

- Add **game jam credits & title screen**.
- Package and test final build.