

GMTK Game Jam Design Document

Game Identity / Mantra:

You're piloting a spaceship, and you have to drag cargo from space to the respective rendezvous.

Design Pillars:

Strategic, Puzzle, Space-Adventure.

Genre/Story/Mechanics Summary:

Get cargo from point A to point B.

Ship in asteroid field

When tethering rocks, you can hold a button to spin around and can smash into asteroids to break them up. You can only tether one thing at a time though.

Black Holes/UFO's suck up cargo.

Only able to tether one cargo at a time.

Any cargo that was picked up and delivered awards points. Get enough points to progress to the next level.

Features:

UFO's or Blackholes

The tether of rocks

If we're going to settle on 1 level, make it big. But start it off, by making it small for now. If we want to add more levels it should be either 3 or 5 levels with each one getting more difficult.

There are indeed bounds to the level(s). Cannot go beyond a certain point. But you do bounce off the edges.

Interface:

Mouse controls to move player

E to tether

Gravity/Momentum to spin the cargo/rock

Timer and point system.

Art Style:

2D drawing art style. A cartoony vibe.

Music/Sound:

Should sound a little spacey. Like Stellaris music, or other space themed games and movies.

Development Roadmap / Launch Criteria:

Platform: Itch.io

Audience: Anyone

Polish : Polish complete - 0/0/00

Launch Day: 0/0/00