

Project Design Document

21/10/2025
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Project Concept

1

Player Control

You control a

Square

in this

2d/3d isometric side-view

game

where

ZQSD and mouse

makes the player

Move, Jump, Dash, Hit.

2

Basic Gameplay

During the game,

Triangles

appear

from

Levels

and the goal of the game is to

*Hit all the triangles with a ball that appears in the start of a level.
The player can push the ball using a hit ability.*

3

Sound & Effects

There will be sound effects

In 8bits style

and particle effects

In pixels

[optional] There will also be

A Background music that I will make.

4

Gameplay Mechanics

As the game progresses,

The ball

making it

Move faster

[optional] There will also be

New enemy's type (move, fall, counter the ball...).

5

User Interface

The

player

will

Die

whenever

his body touch the ball or an enemy

At the start of the game, the title

Square???

will appear

and the game will end when

Die or finish the game.

6

Other Features

The player will need to reach the ball at the beginning, to be able to hit it.

Project Sketch

