

OutSide In

Game Identity / Mantra:

Parkour Game with Combat

Design Pillars:

Fast Paced Physics Game

Story:

You are Gorog and you want to explore this new world you will explore and have fun jumping dodging incoming fire well trying to find the exit to the next level

Features:

The Game Will have you Slashing and dodging your way to the top

Interface:

Movement Up, Down, Left, Right, Jump, Duck **Interactions** Pick up

Art Style

There will be a demo file attached

Music/Sound:

There will be a demo file attached

Demographics/ESRB:

Looking for players who enjoy Runner games but want something different from the parkour games out there

Development Roadmap / Launch Criteria:

Platform: Steam/Google Play/iOS/Web.

Audience: 13-30/Males, Females

Project Start:	08/21/20	Milestone 4: Polish complete - 08/27/20
Milestone 0: Prototype complete - 08/24/20		-----
Milestone 1: Mechanics complete - 08/25/20		Launch Day: 08/28/20
Milestone 2: Visuals/Music complete -08/26/20		
Milestone 3: Levels complete - 08/27/20		