

Game Design Document

Top Lip Triumph

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Game Overview

Concept

"Top Lip Triumph: Mustache Maestro" is an adventure set in Mustachia. Stan Stache discovers a magical map leading to the Great Mustache Gala. His journey involves collecting potions to grow and use his mustache to tackle challenges, with the goal to win the Mustache Gala. Encounter quirky characters, learn mustache-related skills, and showcase your mustache's artistic abilities at the Gala Castle for the ultimate triumph as the Mustache Maestro. It's a fun, creative, and lighthearted quest in a world where facial hair takes center stage.

Genre

Platformer, 2D

Style

dark fantasy pixel art

Target Audience

Designed for casual gamers of all ages who enjoy playful and creative experiences. If you like fun and imaginative platformer games with a touch of humor, this game is for you.

Game Flow Summary

In "Top Lip Triumph: Mustache Maestro," players begin their journey in the first level, progressing by collecting the magical potion to reach each level's goal. Respawning occurs at the level's starting point if the player faces any challenges or perils. If players decide to save their game and return later, they can choose from the levels they have unlocked so far, ensuring a seamless and enjoyable gaming experience.

Unique Selling Points (USP)

1. Mustache as a Dynamic Tool
2. Lighthearted Storytelling
3. Imaginative Mustache Artistry: The game encourages players to explore their creative side through mustache-related skills and challenges, providing a novel and entertaining twist to traditional platformers.

Gameplay

Players guide Stan Stache through charming different levels, there is an introduction monologue in the beginning and a new character interaction for each level.

Players should collect potions. As players progress, they aim to reach the grand finale at Gala Castle. The ultimate objective is to become the celebrated Mustache Maestro.

Game Flow

Each level brings a whimsical new setting and fast-paced challenges, blending imaginative landscapes with swift, engaging gameplay.

Mission Structure

Clear and straightforward

Game Mechanics

Wall jumping and omnidirectional jumping to navigate levels. Enemy AI adds challenges

Objects and Interactions

Level 1 - "The Stubble Start":

- Sparkles
- Forest elements
- Basic dark fantasy

Level 2 - "Cave":

- Cave formations
- stalactites
- glowing crystals.

Level 3 - Mystic Mirrors:

- Enchanted mirrors
- Illuminated runes
- Glowing crystals

Level 4 - "Gala Castle":

- Grand chandeliers
- Guests
- Enemies for added challenge.

- Fireworks for a festive conclusion.