



"Think Different. Solve Creatively."

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1. Game Overview

1.1. Concept

Mindshift is a physics-based puzzle platformer where players control a telekinetic lab mouse named Cerebella. Players manipulate objects in the environment to solve open-ended puzzles and reach the end of each level.

1.2. Feature Set

- Physics object manipulation via touch controls
- Unique object behaviors (floating, bouncing, sticking)
- Environmental hazards and triggers
- Side objectives and collectibles
- Multiple solutions per puzzle
- Star rating system
- Challenge modes and cosmetic unlocks

1.3. Genre

- Puzzle Platformer (Physics-based, 3D visuals with 2D camera)

1.4. Target Audience

- Casual mobile gamers and puzzle fans ages 10+

1.5. Game Flow Summary

Players enter a level, manipulate available physics objects to overcome obstacles, reach the teleporter at the end, and collect optional cheese fragments for a higher score. Upon completion, players unlock the next level or revisit previous ones for better scores.

1.6. Look and Feel

- Bright, cartoonish 3D visuals
- Whimsical tone
- Light, satisfying audio and visual feedback
- Playful, clean UI

1.7. Scope

- Mobile-only platform

- Single character, single mode
 - ~30 levels across 3 zones
 - 10+ physics object types
 - 6+ environmental hazards
-

2. Gameplay and Mechanics

2.1. Core Gameplay

- Move Cerebella left/right
- Drag and place physics objects
- Mantle over ledges
- Interact with levers and buttons
- Reach Teleporter Pad to complete level

2.2. Mechanics

- Drag-and-drop interaction with screen-based input
- Physics behaviors drive puzzle-solving
- Zoomed camera toggle for full-level planning

2.3. Physics Objects

- **Heavy Cube:** Stable, resists wind and floats
- **Bouncy Pad:** Launches objects upward
- **Balloon:** Provides lift, can pop and respawn
- **Magnet:** Pulls toward metallic surfaces
- **Wooden Planks:** Bridges, floaters, spike covers
- **Seesaw:** Tilts with uneven weight
- **Randobox:** Random object dispenser

2.4. Environmental Objects and Hazards

- **Spike Traps:** Instant death and balloon pop
- **Pits & Water:** Death on contact
- **Wind Gusts:** Push light objects
- **Electric Fence:** Blockable hazard
- **Ice & Glass:** Slippery/melting & breakable

2.5. Interactive Environmental Elements

- **Pressure Plates:** Trigger events with weight

- **Levers & Buttons:** Trigger events via interaction
 - **Trigger Doors:** Opened via external triggers
 - **Lifts & Platforms:** Auto-moving surfaces
 - **Teleporter Pad:** Ends level
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3. Game World

A whimsical science lab divided into three zones:

- **Sterile Lab:** Clean, metallic, intro puzzles
 - **Cryo Lab:** Ice, wind, glass mechanics
 - **Radiation Zone:** Magnets, electricity, more hazards
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4. Story and Characters

Cerebella (Sarah)

A clever lab mouse with a Brain-Band that grants telekinesis. Courageous, expressive, and determined to rescue her AI friend.

Dr. Thalamus

The villainous scientist who kidnaps Blue. Strange, calculating, and menacing in a humorous way.

Blue

A glowing AI sidekick with expressive anime-inspired animations. Serves as both companion and motivation.

5. Levels and Player Progression

- Linear zone-based structure
- Each level introduces new mechanics
- Puzzle difficulty ramps gradually
- 3-star system based on collectibles
- Cheese Fragments used to unlock challenge levels

6. User Interface

- Playful sci-fi interface
 - HUD toggle between character view and zoomed puzzle view
 - Minimalist pause/options menu
 - Level Select between levels
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7. Audio and Sound Design

- Upbeat, curious music loops
 - Light sound effects (pops, squeaks, slides)
 - Victory chimes and rewarding feedback for clever play
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8. Art and Animation

- Cartoon-style models with exaggerated animations
 - Color-coded environments per zone
 - Responsive visual feedback for all interactions
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9. Technical and Systems

- Modular tile-based level design
 - Mobile-optimized models and shaders
 - Low poly and reused assets where possible
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10. Stretch Goals

- Challenge Modes (timed, restricted, etc.)
 - Cosmetic skins
 - Extended story content
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11. Appendices

- Update Log
 - Jan 26: Added Seesaw, updated behaviors
 - Feb 5: Scrapped Cable
 - Feb 20: Item progression outlined