**DEADLINE: Pocetak - sredina MAJA**

Team: MMMMmmmmmmmmMm

GDD

3D Action Platformer

Story:

One day the protagonist is playing with her pet (alive toy thing) - \*which can world hop/travel through universes/dimensions, ide u drugi komsiluk) The pet notices and starts chasing

a different creature, while chasing the pet travels into drugi komsiluk. Protagonist chases the pet, following their trail, hopping through different komsiluks. At one point it seems like the

pet is lost, after some more investigation it seems someone kidnapped him. The protagonist continues her search. In the end the pet is not kidnapped but is playing with a character from

a bad world.

Possible themes: What are you willing to let go? Love n such, Self Sacrifice

Mechanics:

Focus on Movement through vertical levels

Double Jump, Dash, Unlock new abilities/ Powers (Gliding, Sliding, Magic like moves idk)

Level Design:

Environmental hazard, Enemies/''Enemies'', Different platforms n such,

Puzzles - example: to pass through the level do something to unlock door

Search for clues to find your pet

Every level has a different look and feel (Cyberpunk level, fantasy, horror etc), we hop through them hoping to find our pet.

The PC would stand out from the different worlds, being from one of her own, however if we unlock certain abilities in a specific world, it will look

like that part of the world we got it from.

Artstyle:

3D world, rest to be determined

**Story Ideas:**

**1.**

**Marina:**

Generalno mi se ne svidja tema, nije mi zanimljiva

ali ako se svi ostali slazete, i'll go with it

ovako sta bih na ovo dodala za pricu/mehaniku

ljubimac je guster koji se kamuflira, menja oblik i nekakvo polimorfno stvorenje je pa nam je cilj u svakom nivou da ga prepoznamo, to bi bilo dosta bazirano na dijalozima i otkrivanju tragova

Mi smo sin nekog naucnika, spasemo magicnog kera jer nam je cute i zao, ker odmah pobegne i napravi portal koji moze mnogo sranja da napravi u univerzumu bla bla, mi moramo da ga vratimo pre nego sto napravi vece sranje, uzimamo neku opremu iz laboratorije i ulazimo u portal. Nalazimo se u univerzumu gde kerovi vladaju i ker nas trazi, odnosno mi smo kao na poternici

Da imamo sistem napravi svog ljubimca

uskoro ce kometa da udari u planetu, pravi se masina pomocu koje je moguce manipulisati vremenom i prostorom, masinu konzumira alien dog i pocne da bezi po portalima, cilj uhvatiti kera na vreme i spasiti planetu. Glavni lik ide u potragu za kerom, koristi neke napravice npr pistolj za menjanje velicine predmeta, oduzimanje tezine, neki turbo rancic nmp moze dosta da se eksperimentise da se dodje do neke zanimljive mehanike

Ovo are you willing to let do mi ima smisla ako je ker mrtav i mi ocajnicki pokusavamo da ga sprecimo da nadje svoj mir na drugoj strani, i skapiramo u medjuvremenu npr da je ker bio bolestan i samo ce se vratiti u svoje bolesno telo i nastaviti da se muci ili ne znam sta jos moze da bude lose time sto ga vracamo, mada ta prica mi je bas depresiva teska

Ovo da ga ostavimo nekom drugom vlasniku jer je taj drugi lik usamljen i srecan sa nasim kerom... ko kad bi dao svog decka/devojku nekom drugom jer ti je zao sto je neko drugi usamljen, nema smisla hahah

**2.**

**Manuel :**

Story - **NEW MUST HAVE MECHANIC** - you can PET YOUR Companion budd

Ova ideja vise prati originalnu verziju sa par stvarica izmedju

Promena tematike na nesto fazon Loneliness, Togetherness n stuff. Gameplay with story

The pet is more like a companion, best buddies type of dealy-o - Tako da od sada u tekstu cu ga zvati Buddy instead of pet. Protag - Protagonist

We can add a lot of environmental storytelling as well about something directly related or not

For example maybe we can add detail in the level who your Buddy/Companion/Pet is

Start of the story ( can be cutscene or actual in game footage) Protag and your Buddy get out of a portal ( made by Buddy) into a Komsiluk.

In the beginning you and buddy play around ( tutorial level). You follow them around playing n stuff. - Buddy can bring platforms from a different Komsiluk into this one. ( Hard coded segments, just effects with animation and particles, in code really you just activate the prefab or GameObject thing)

At the end of it you two go into a different Komsiluk where following Buddy he leads you to a new power up/upgrade/magic/skill/whatever you get the point. Both of these levels rely on the Protags mechanics and platforms that just get activated by buddy ( Cause teamwork n stuff)

After which buddy excitedly creates a portal, which he jumps in first.

Going into the next portal Buddy is gone, nowhere to be found. You are alone, trying to find him. (Level a lot harder, more difficult platforming cause no Buddy to help)

Through the level you follow their trail, trying to find if there is an open portal. In Front of the portal you can find Buddy’s tracks (or whatever the thing will be that you used to follow his trail), but some new tracks as well. This Komsiluk can be the Boy’s home.

Next Level you are all alone, Panick cause you think Buddy is taken. Continue following his trail through the level.

After this you end up in a new Komsiluk where after some GAMEPLAY you find a Boy with Buddy. Boy is scared of Protag tries to hide. Pet helps Boy and Protag introduce themselves.

Protagonist

* Because she goes traveling through Komsiluks with Buddy she is more of a free spirit, courageous, adventures character , ready for adventure and fun
* Some type of Fantasy explorer look, colorful
* Probs looks more like a human

Buddy/Companion/Pet

* Some mystical being, could be a baby of some powerful creature type
* Maybe Space like theme ( a bit )
* A cuddly cute design, very energetic, wholesome, you get the point
* Very colorful

Boy

* Some type of espresso depresso look, shy,
* Maybe some sort of defense mechanism
* Skinny humanoid
* Desaturated colors

**Melinda:**

#1

Igrac preuzima ulogu male “vestice” koja je u potrazi za ancient receptom (recept koji je finalni task da bude najmocnija vestica, aka mladja generacija). Kroz kombinaciju napitaka uspeva da putuje kroz “komsiluk”. Kroz levele skuplja/uci druge napitke da pravi i oni omogucavaju razlicite abilities da prodje kroz sledeci nivo.

Da bi igrac nasao te recepte, recepti ostavljaju taj magicni dust momenat.

#2 (JUST AND IDEA, OVO JE TESKO)

Isti fazon, ali da smo mi zaba koja skace u razlicite staklene menzure, a u menzurama se nalazi razlicita obojena tecnost. Kad zaba uskoci u tecnost ona “teleportuje” u “komsiluke”. Cela poenta bi bila da zaba pobegne od vestice i da ostane ziv.

#3

Inspirisano je Malim Princom. Igrac preuzima ulogu astronauta koji putuje kroz svetove trazeci (bateriju da spase svog najboljeg prijatelja, ako se drzimo kera, tipa da bude klinac koji koristi mastu da dodje do baterije i da ponovo ozivi svog robo kera). Sa svojim space-brodom putujemo kroz razlicite “komsiluke” (mozemo da radimo fazon Risk of Rain gde se asseti isti, samo se texture razlicite). Razlicite planete nude “abilities”, tj. Da environment bude ono sto koristimo, npr. Lijana za glide,klizanje, cudan prah, ili letece ribe omogucava da letis…

#4

Devojka koja ima dementia, koji trazi svog prijatelja (ne mora da bude zivo bice, moze tipa da bude igracka koju ima veliku vrednost za nju, ili photo album). Tu se moze poigrati dosta sto se tice razlicitih elemenata (apkstraktnih objekata), isti fazon je da mi kroz razlicite “komsiluke” idemo, ali nisu planete nego su kuce, bkvl komsiluk, i da ona svaku tu kucu drugacije zamislja, ili mozemo samo jednu kucu da napravimo sa razlicitim levelima, kao sto je “What Remains of Edith Finch” (big house). Sve to mozemo prikazati kroz dijaloge, kako nas protagonista prica sam sa sobom i objasnjava. (Ako ne znate sta je to, google it).

-Note: Volela bi da se fokusiramo samo na jedan zanr i da ne kombinujemo (Cyberpunk level, fantasy, horror et).

**4. Ana**

Msm stojicu iza ideje sto sam vec rekla iz puno razloga jer to sto vec imamo sada ko tema mi se uopste ne svidja.

Tema koja sam ja predlozila je bila da je doggo ghost kojeg jurimo kroz svetove (vec smo rekli stuff za world hopping). Moze da ostavlja glowing paw prints koje pratimo.

Mehanike ostaju iste (napravicemo platforming levele koje koriste najosnovnije mehanike kao jump, dash, slide) jer ce biti lako da se uradi (isprogramira) a mozemo ga vizuelno ukrasiti i maskirati da izgleda do jaja sa partiklima kao efekte kad uradi neki pokret od njih.

To sto smo rekli da moze svako da napravi svoj svet za level, to nije mesanje zanrova - nego mesanje art stilova….mehanike ostaju isti. Ali, mozemo se dogovoriti za neki generalni stil kao dreamy like, pa ostace svakom da bude kreativan u sklopu tog tipa arta.

Sto se tice kraja price/igre, ne moramo koristiti taj psiholoski element “Are you willing to let go”...mozemo simpli da uradimo da kad uhvatimo psa, da se vratimo in real world i sa tim da ga ozivimo. The end. Koncizno, kratko i jednostavno.

Par pointers zasto uporno spominjem istu ideju and idk ako krenete da me mrzite..:

* Easy je mehanicki da se uradi. Jer imamo samo jednog programera a ostali smo artisti. Ostavljam da budu proste mehanike da bi mi artisti mogli da ulepsavamo igru, da pokazemo sta sve znamo i umemo. Also nisam htela da dodajem neke nove ili komplikovane mehanike jer ne znamo koliko cemo vremena imati, ukoliko imamo time, mozemo u drugi level da introducujemo neku novu plus mehaniku.
* Uporno guram ghost doggo i after life jer tematski samo po sebi objasnjava world hopping mogucnost (naravno preko portal koji je jako lak da se uradi), ta tema nam omogucava da opravdano pravimo dreamy creative world koji ne mora uopste da ime smisla(ko sto je manuel spomenuo primer flying fish…lupim). Ista ta tema nam omogucava opravdano da koristimo lepe particles i efekte.
* Sa obzirom da ce 80% vremena da potrosimo na pravljenje aseta, animacije, etc. predlazem ovo jer je najprostije da se isprogramira i jer ne moramo nesto jako puno da objasnjavamo pricu, short and sweet.
* Last but not least, jer gledam sa strane koliko lako lutamo u daljini i komplikujemo stvari za sebe. Razumem da smo svi jako ambiciozni, ALI takodje necu na kraju da predamo half assed ambiciozan projekat..worst case da ne stignemo da zavrsimo…

Govorim ovako da bi imali vremena i prostora da popravljamo bagove, probleme i polishovanje. Ko sto sam rekla, ukoliko nimamo visak vremena, mozemo da sirimo igru u smisli da dodamo neku novu mehaniku.

\*Ova ideja sam gledala da uzima i kombinuje svacije ideje, kao jedan vid kompromisa (World hopping on manuela, doggo od markovica i dinamiku kretanja i platforming sto je melinda spominjala)

**Plan i program** **UwU**

* **Definicija** sta su mehanike i abilities koje igrac ima/unlock-uje
  + Sa cime pocinje, sta unlock-uje
* Block out/prototip - za mehanike - playground

-Story - overall story n character - Kaki Komsiluci

* Izgled igre - Art style
* Level design + assets
* UI
* Prvi fully functional level - unluck-ujes jednu mehaniku

**Koliko vremena je proslo?**

* Level design + assets za sledeci level
* Repeat until satisfied ( 4-5 )
* Story fluff, ubaciti vise story u actual gameplay
* Sound n music
* Polish
* **Do 18. November -**

-Basic character mechanics - kretanje, skakanje, itd..

- Brainstorm more character abilities

- Prvi prototip/block out - BASIC - Unity blocks or assets from wherever

- Story radi dizajna lika i levela - Komsiluk

- Art style

* Meeting za mechanics i story
* Ideje za level(e)/ Komsiluke i dogovor oko artstyle - prvi definitivno i overall idea za sledece - Moodboard or w/e
* Markovic pravi basic character kontroler
* Pinterest glavni lik…..