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, Unluck 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 unluck 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 unluck certain abilities in a specific world, it will look

like that part of the world we got it form.

Artstyle:

3D world, rest to be determined

Possibilities:

- Spirit of dead pet

- Pet is an experiment - give it love

Povezanost sa pet,

If santient toy is it a slave?

Some way the pet can end the world if we don't find it

Remember the original story by Markovik

Story Ideas:

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