2d GameKit Project// NewFoundWorld

This is a game based on 2d platforming survival, the aim is repair your ship and get off the planet. In order to do so you must traverse the world and obtain items of varying types in order to repair your ship.

These are the core gameplay points:

**Survival of the Fittest:**

Fight enemies to progress through levels, the further you go from spawn the harder the enemies become.

**There’s no place like home:**

At the end of every level the Ellen can return home to fix her ship using the parts she found in previous levels. Here she can also uncover the lore of the world and/or take a quick rest resetting her health. The end-goal of the game is to completely repair your ship and return home.

There will be three main levels through which this is accomplished, with the last level finishing in a boss battle for the part. Any other sub-level will be an optional puzzle-based.

**Analyse, Adapt, Overcome**

Upgrade your weapon by beating puzzles, challenges and finding Weapon Modules, these may change your weapon properties slightly and give you an edge against the creatures of the world and enable you to discover areas that may have been hard to reach previously. There **will** be some areas that are impossible to get to without certain mechanics or Weapon Modules.

**There will be 3 main levels know as Main Stages, and 1 hub world.**

A picture containing grass, outdoor

Description automatically generated

Hub World

The Hub world will be the base of operations for the player. It will also be the location where the player visually progresses. The ship will be located here and at the end of every level it will have a component repaired and allow a new level to be entered. As the player gets new tools they gain access to more secret areas expanding the map itself and unlocking further achievements or easter eggs.

At the corners of the Hub World the player can find portals leading to another zone/stage.

A picture containing grass, cake, birthday, decorated

Description automatically generatedThese portals at first may be easy to access but soon enough only by fixing the ship can they access them all. It is unknown who left them there, but maybe if you look closely enough you can discover their secrets.

Each level will have a minimum of 2 portals. Each taking the player to and from a zone. Keep an eye out for them as they may lead to more than just safety.

Other than this the hub world will serve as a tutorial area where the player will learn the most fundamental of skills needed for a playthrough. Once learned they can then be trusted to thrive in this alien world

Zone 1

This level is where Ellen first encounters hostile creatures. Being completely unarmed this level focuses on using physics mechanics to defeat enemies. She will utilise heavy crates, pressure plates and more to get through the game.