## Title

BeNeutral

## Short Description (up to 80 chars)

Team up to conquer levels, solve puzzles and defeat enemies with magnetic powers

## Full Description (up to 4000 chars)

NeutralVille wasn't always a place full of harmony and equilibrium. After decades of struggles and conflicts, the townspeople finally managed to isolate themselves from the rest of the world. With the help of a brilliant scientist, they built a forcefield around the town to protect it from outside danger and allow the citizens of NeutralVille to live in this utopia. However, this forcefield required a lot to maintain, and the scientists had to continuously enforce it using advanced technologies to prevent it from weakening.

After years of peacefulness, the grandson of the genius scientist who helped erect the barrier was born. He was smart, and hardworking, but also mischievous at times. He aspired to be a great scientist, just like his grandfather. So, he joined the scientists who worked in the energy laboratory, and he was on the cusp of making a grand discovery that would help the force shield last forever without the need for constant reinforcement. However, this discovery would require the collective power of every person in town.

At first, the other scientists were skeptical about this, as it would drain every ounce of power from the town and make it vulnerable if something went wrong. But eventually, everyone became excited about the prospect, wholeheartedly believing in this young scientist just as the older generation believed in his grandfather. All the scientists came together and decided to help the young scientist achieve this goal. They invested all their resources, efforts, and time into it.

When it came time to test his invention, he realized he had made an error, but it was too late to fix it as the experiment had already begun. Not knowing what to do, he told everyone to evacuate and stayed in the lab, hoping that he could somehow stop the experiment or at least limit the catastrophe that would happen. Everyone else ran out of the lab, horrified, as it looked like the lab was about to explode.

In his last attempt to save everyone, the young scientist decided to contain the explosion in another dimension using a device he had built a while ago but had never been able to test it as he never knew what the consequences would be. In this desperate moment, he activated the device, and just as the device started to work, the explosion happened. In the aftermath of this horrific accident, the scientist found himself severed from another part of himself, and his mind and soul were split into two. And thus, the journey of our protagonist begins.

BeNeutral at its core is developed as a 2D side-scrolling platformer divided into 3 main levels, where the two main playable characters, Andy and Cathy, find themselves separated on the opposite sides of the screen. The main goal of the game is to progress through each level, collaborating to defeat the many enemies and overcoming the obstacles obstructing the way to the end.

The game revolves around the idea of "reconciling the opposites" with a focus on magnetism. The two characters progress through the levels on the two opposite sides of the platform and level terrain (i.e. one character is above, the other one below), with such levels developing on both sides of the screen even in different ways, which sometimes oblige the two players to collaborate towards the final goal.

As the two characters want to be reconciled, they are sensible to being separated too much. Thus, if their relative distance exceeds a certain threshold for too much time, the two playable characters will start losing their magnetic charge. After some time their charge will deplete to zero, leading to a game over.

Each character is able to use their magnetic charge abilities to overcome obstacles and progress towards the end, and are able to shoot magnetic bullets to defeat enemies on their way.

Each level is themed around a specific area of the world, and has a checkpoint in the middle to let the players restart from there instead of the beginning of the world in case of game over.

More information at:

https://github.com/Alessandro-Mosconi/BeNeutralProject.git

https://polimi-game-collective.itch.io/be-neutral