

A Short Climb (working title)

Alex Tate-Moffo - CSCI/CITA280, Spring 2021

Gameplay

Simple 2D platformer

The player controls a small animal character using WASD and other keyboard buttons for jump, attack, etc.

The goal of the game will be to get to the top of the level and collect an item that was stolen from the player at the start.

Along the way, the player will navigate obstacles and defeat enemies.

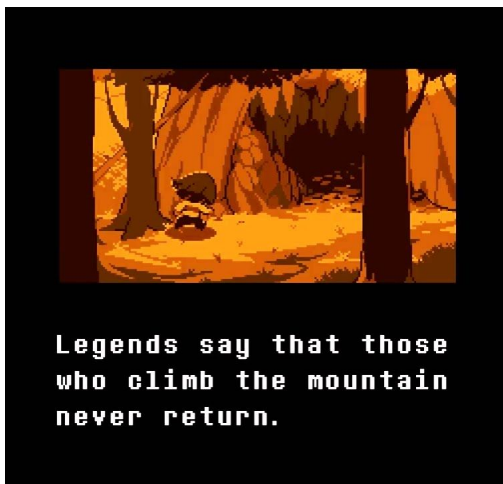
Credits:

My original test game using some code and visual assets found in this tutorial series:
<https://www.youtube.com/playlist?list=PLfX6C2dxVyLw5kerGvTxB-8xqVlNe85gw>



Art Style

- Clean pixel art
- Environmental details
- Background parallaxing



Credits:

<https://www.mobygames.com/images/covers/1/497939-iconoclasts-nintendo-switch-front-cover.jpg>
<https://i.ytimg.com/vi/45Xs9r4EzJY/maxresdefault.jpg>
<https://www.destructoid.com//ul/483805-iconoclasts-shooting-noscale.jpg>
https://media.indiedb.com/images/games/1/50/49273/ss_051cd90e0d4329259efe71c6a64c439cd.jpg

References



Hollow Knight

Credits:

<https://i.ytimg.com/vi/pTbC-AV5XiM/maxresdefault.jpg>

https://i.ytimg.com/vi/_LrjPLEhTKs/maxresdefault.jpg



Cave Story

Possible Directions

- Speedrun mode (complete the game as quickly as possible)
- Design changes (longer/additional levels)
- Final boss
- Additional abilities
- Gamepad support

Questions

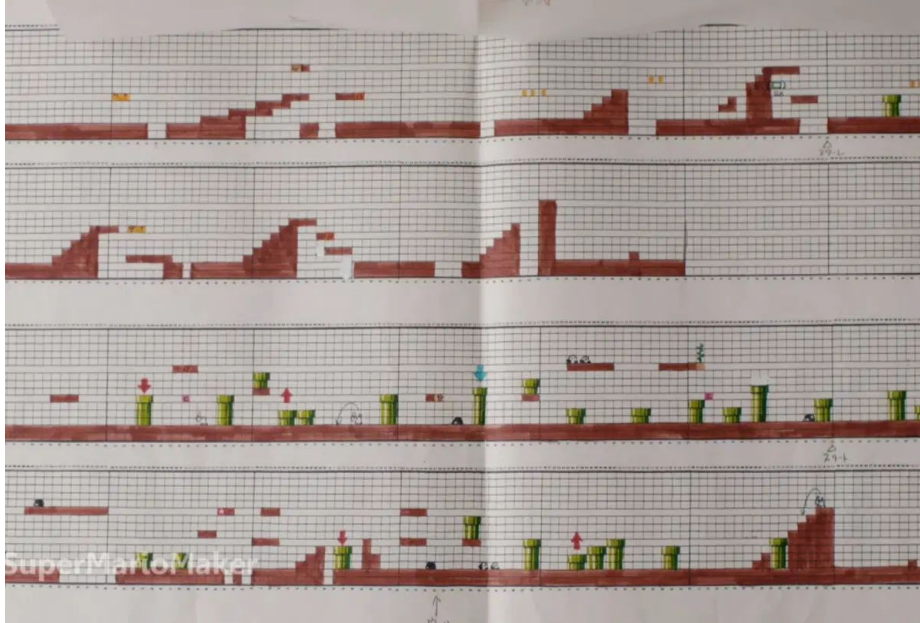
Level Design

- How long and complex should the level be?
- What types of obstacles should there be?

Movement

- How should movement feel in general?
- What moves should the player have (single jump, double jump, wall grab, etc)?
- Should these moves be given at the start or come from upgrades?

Prototype



Credits:

<https://cms.qz.com/wp-content/uploads/2015/06/mario-levels.jpeg?quality=75&strip=all&w=1200&h=900&crop=1>

Paper/Digital Prototype

- Sketch out ideas for level design before starting implementation
- Explore different ideas, types of obstacles, enemy placement, etc
- See how different combinations of abilities make areas more/less accessible

About Me

Strengths:

- Art & Visual Design
- Communication & Planning



Weaknesses:

- Sound Design
- Programming for Efficiency

Credits:

It's all my original work :)

