

Castle Dreams

Castle Dreams will be mainly a puzzle platformer, the puzzle aspect being how to do the jumps, and how to open our way forward to advance the story, while the platforming aspect will be jumping to begin with, but then mixing all these different mechanics we have later. We will follow our main character, Chara, from the moment she wakes up in a different feeling world, and follow her as she reclaims her royal family's castle from Efialtis, the main villain of the game. Throughout the game, we will be platforming and collecting items in order to advance through all the differently themed stages. In order to keep it fresh, we will get different magical powers as we go through to the end, such as dashing or double-jumping, which will help us platform while also making it more challenging in knowing how to make it through the levels, since we will have to mix and match these to get further.

The game will be single-player, but could ideally have co-operative multiplayer where, for example, one character can have double jumping, while the other has the ability to climb walls, and this way, they will have to help each other out to reach the end.

The target audience will be mostly everyone, but mainly teenagers, since it will be more on the lighthearted side, with the only serious moments being the main story points and story twists. Adults nostalgic for 2D platformers will be the second demographic, since it is partly a throwback to older platformers such as Cave Story.

Between fast-paced platforming and exciting music, the game should be tons of fun to play. Different themes to a game will also make it memorable, since the same looking

game throughout will more likely blend in all together and make it less memorable, which is something I disliked in even some of my favorite games.

For the first level, we will be waking up in the clouds, and entering the character's royal family castle. But something will be off, for some reason we have to platform through our castle, which should be our home, but this is not how we remember it. We may have to climb walls, time our jumps, and use the magical jump spots on the ground to shoot up in the air and make it to the next areas. The character will also have to find keys to progress through to the next areas, doing so by exploring and figuring it out as they go. There will not be any real "items" that we will be able to use on-demand, but instead we will get magical abilities that will change what we are able to do. While these magical abilities will mostly add to what we can do, sometimes they will also change how we can do some things, such as being able to jump in a certain direction, much like dashing. When we reach the end of the first level, the character is alerted as to why everything is different. It is here that we get the magical ability to double-jump, something that will be useful in the second level and moving forward.

The game will be linear, going level by level, but the levels will all have different themes. While the first level will be in the castle and castle grounds, the second will be in a forest, with fitting music to go along. As we go through the levels, we learn more of the story, and we also get more abilities leading up to the last level where we will have to use everything in our arsenal to be able to get to the end. There will also be bosses that we beat by doing their mechanics, which can mean going to certain places to trigger

something, or completely avoiding the boss, but we will not directly be harming them with weapons.

Not much will be required to play the game, only a computer that can run very basic games, since the game will be wholly in 2D. Though through it being 2D, we also have layers, which we can use to add a small 2.5D feeling; an example of this is in the first screen of the first level, where there is a column you can partly hide behind. The character will also be differently animated when idling, running, and jumping. The UI ingame will also be minimal, as having numbers and icons and things all over the screen always takes away from the immersion of the game, a more simplified look adds a cinematic feel to games that make them feel much more immersive. Since we will mostly be platforming, only our inventory is worth putting on the screen, such as if we have keys. The game will have a main menu that we can choose to start the game or quit, along with menus in-game that will let us restart the level if we so choose to. We will advance to other scenes/areas in the level by making it to the end of that screen, and if there is a door, having the key to open it, onto which the next area will be loaded in, and the character will have to take detours to other areas in order to go back and actually advance to the end of the levels.

The character will be able to run around, jump, climb walls, and use other things in the environment to further be able to move. The farther we get into the game, the more the character will be able to do; as said before, double-jumping and dashing will be one aspect, but other ideas such as bouncing off the ground with momentum can be implemented. One important aspect at the beginning is that we will be able to jump in

the air; though we will only have one jump, which resets when we hit the ground, but we will be able to jump in the air as long as we have not used it on the ground, and have just fallen off the edge instead.

Castle Dreams will be very fantasy and magically oriented in terms of looks and mechanics. There will be darker levels, such as the first, in which the darker theme will reinforce that something is wrong, as the character learns of what is going on, but in the second level, the lighter colors will feel more comforting and lighthearted. I feel this leads to a clash in themes that make the game feel more memorable and cinematographic, where the theme of the level can foreshadow and convey the mood of what is about to happen. Not having any real items to use, but instead using magic, also reinforces that magical fantasy feeling. The game will be a mix of line art but slightly pixelated (although I can't really draw that, but I will try to do my best), as I feel that slightly hazy pixelated look leaves more to our imagination. This will be reinforced by more modern 8-bit music, the soundtrack will be full of 9-bit (modern 8bit) and chiptune songs. The songs will mostly be energetic and exciting, as this makes platforming that much more fun, but more serious songs will be used when main story points are happening.