Rough Design Doc

Game Jam: Ice Climbers Spiritual Successor

Visual and Theme:  
Stolen food

Environmental theme (Global warming)

Happy Visually with darker undertones (for both kids and adults)

Ice climbers Easter egg (dead/frozen bodies)

Victory screen of drinking tea

Main Mechanics:

Climbing the mountain:  
Moving vertically

Collecting food to get more points

Rising “Water” / Lava

Quick-time event to save the player from drowning (essentially the lives system)  
when player hits water they enact a QTE that will replace the player if successful. If the QTE is failed, then the player dies regardless of lives remaining.

Enemies don’t kill the player outright, rather making the water QTE more difficult and slowing down the player.

Power Ups:

Enemies:

Jumping enemy: Walks across the platforms, occasionally jumps which then causes platforms under the Players (random pick of the 2 in multiplayer) to begin to fall / be destroyed. - Tom

Snowball Enemy: Shoots snowball across the line that will slow / freeze the player. - Jasper

Game Modes:

Single player / Co-op in the same maps and layout.

Platform types:

Regular one.

Falling/breaking block when you stand on them.

Strong block that can only be broken with a power-up active.

Icicles spawning that can hit both players or enemies.

Late-Stage Ideas:

In co-op dead player becomes a ghost that helps the still living player.

A Vs mode between the 2 players with a focus on competition (score or living longer)

Polishing the frame rate and making sure it’s optimized.

AI for Player 2’s character