TDDD23 Game Project Plan "Natural Selection"

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Game Idea

Our game will be a physics based platformer. The intent is to make it easy to understand but mechanically hard to master and making errors will be highly detrimental to the overall progress. Controlling the playable character should be easy and straight-forward and will only involve a few possible keybinds. The playable character will not be able to walk and will instead have other means to traverse the level, mainly by bouncing or grappling.

The game should involve risky decision making that may or may not reset the progress made to 0 by falling or otherwise moving the character backwards. There is no fail-state, the player is only able to lose progress.

The player will not be able to manually save the game. This is to prevent them from abusing the save mechanic and brute force the game. Instead the game will be saved when you return to the main menu.

The main source of entertainment will be the risk of losing all of your progress in combination with the challenge to be able to complete the game.

We are drawing inspiration from games such as Getting Over It with Bennett Foddy and Jump King.

Game Tech

We plan on using the godot engine for development.

Progression in the Game

The game will start with beginner friendly obstacles and challenges. As the player progresses the obstacles will become harder and harder and require more focus and skill to overcome. The risk of losing progress will also increase as the game goes on. Another type of progress is the complexity of the controls. It will begin with the most simple controls possible and move on to pickup-abilities, level elements or tools that require some skill to use.

In-game feedback and visuals for teaching the game

The in-game feedback will be minimal as we strive to create a game that utilizes fewer input controls. When the playable character is allowed to jump a prompt teaching the player how to jump will be shown. When the playable character should grapple for the first time a prompt teaching the player how to grapple will be shown.