

Darwinbox Evolution Game

A Pixel Art Infinite Side-Scroller Game

Core design summary

Type: Side-scrolling pixel art game

Style: Low-bit, stylized pixel art (16-bit inspired)

Gameplay: Infinite linear runner, jump, move, avoid hazards, collect coins

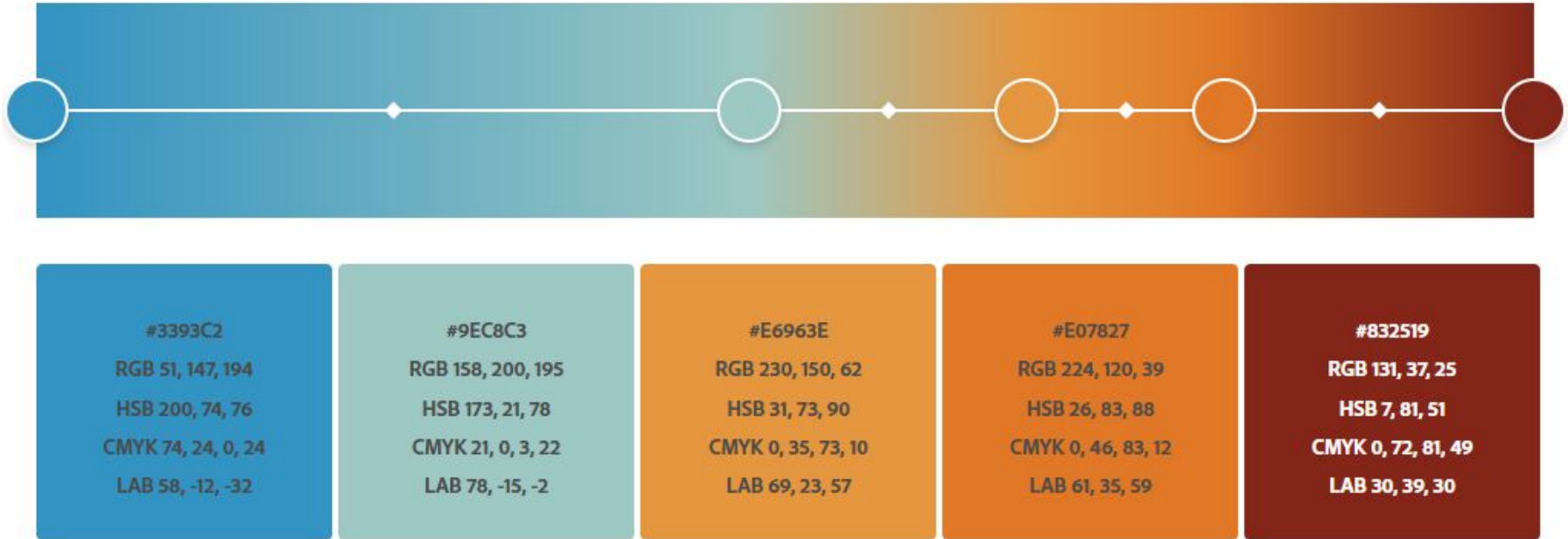
Mechanics: Run/Jump/dodge obstacles; fossils act as hazards.

Backgrounds: Multi-layer parallax for depth, seamless loops

Goal: Survive as long as possible, increase score

Core Loop: React → Avoid obstacle → Collect → Repeat

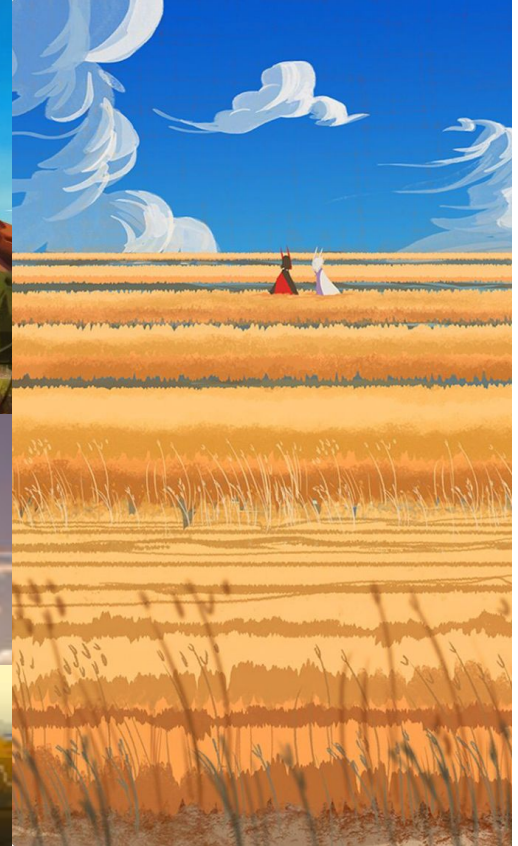
MOOD & GAME NARRATIVE



Palette:

- Gradual shift from cool to warm tones helps suggest depth and movement.
- High contrast between layers allows key elements (like characters, fossils, or coins) to stand out clearly.
- Muted, natural hues are easier on the eyes during long play sessions, ideal for side-scrolling games

MOOD & GAME NARRATIVE



Environment: Low vegetation, mostly rocks, sand, and the occasional dry bush, less clutter, more clarity for gameplay.

Mood: Dry, aged, and unforgiving perfect for themes of survival and ancient life.

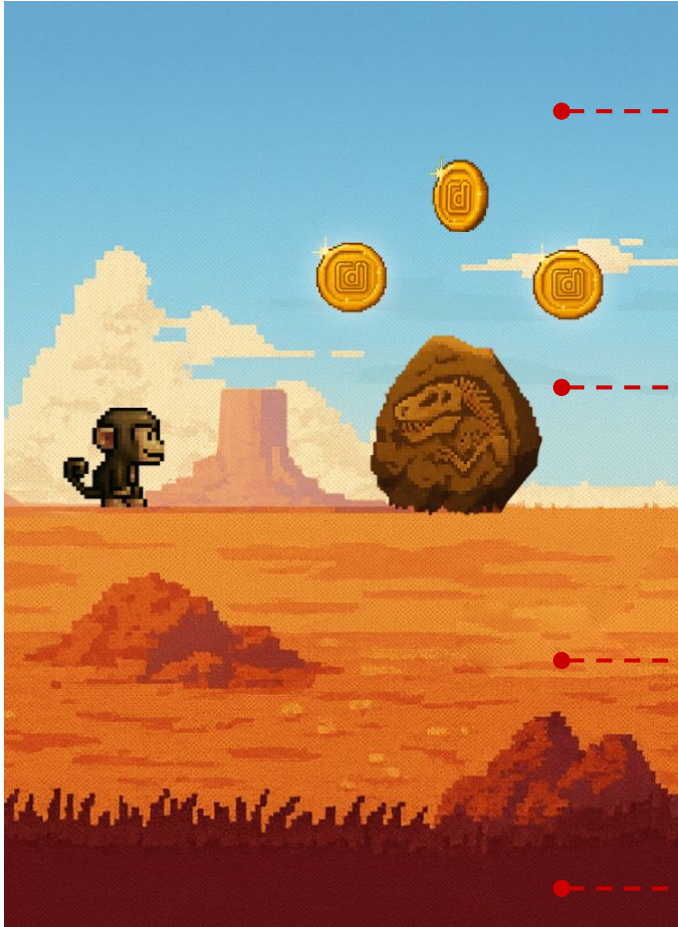
Setting supports gameplay that's clean, challenging, and atmospheric without overwhelming visual noise.

ENVIRONMENT DESIGN

This level is set in a wide, arid desert biome under a clear blue sky. The ground is made of cracked, sun-scorched terrain in warm tones, deep ochres, burnt reds, and dry oranges creating a worn, ancient feel. The environment is mostly open for clean side-scrolling, with scattered rocks breaking the flat terrain to act as obstacles or jump points.



ENVIRONMENT DETAILS



Background: Distant mesas and clouds in lower saturation and contrast — creates depth without visual noise.

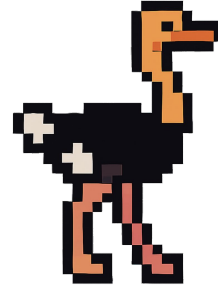
Playable Layer: Ground, rocks, character, coins — this is the main interactive strip (~bottom 1/3 of the frame).

Placement of coins guides player movement (jump arcs, timing).

Midground: Fossil rocks and mounds help break repetition, suggest pathing cues.

Foreground: Silhouetted dry grass — visually grounding without affecting player pathing.

SPRITES



FOSSILS



COINS

