

High concept :

Just climbing, only jumps, no side moving. The player has to go through all the game using the slime ability to stick to walls to go higher or to reach corners.

Features :

- Side pov, fixed screens that change when the player reaches the edge of the screen.
- The player directly starts in the action, having to climb the first obstacles
- The game is challenging from the start, because of the demanding gameplay and the hard level-design.
- A smooth difficulty, adding gameplay possibilities as the player continues the game.
- Enemies that can both kill the player and be used as platform, depending on where the player touch them on their body
- Different kind of walls with different stick times/jump height
- Some walls/terrain will be deadly and cause the player to die on contact.
- No real checkpoint from the start of the game, a fail makes you fall a lot.
- The story comes with the environment, only one story-related NPC.
- When the player dies, sends you back an area or two
- Multiple areas with differing sceneries per area with two to three screens per area.
- Screens will be mostly connected vertically but some areas/screens require a horizontal connection.

- Lost slime friend at the end with dialogue congratulating the player.
- After a successful completion, the player has the option to play as the other slime.

Player motivation :

Player wants the satisfaction to beat the challenge the game is.

Genre :

Platformer

Target customer :

Gamer/hardcore gamer on pc that's looking for new challenges.

Design goals :

Relatively simple gameplay, hard to master
Challenging level-design

Characters :

- The player, a lonely slime
- The player final trophy, his lost slime friend

Story :

The game starts on an old battlefield. Environment makes the player understand that there had been a war against slimes, the MC and his friend may be the last.