**Final Assignment**

**Color’s Eyes**

**Concept (who, what, when, where, why, how)**

Platformer where you seek to liven up the world again by bringing Colors back into it after it was stolen by Mr.NoLikeColors. You have to traverse through the game by using multiple different colours to your advantage, each colour will have its own unique property that effects the player and it’s up to them to figure out how to use the colors to beat the level.

**Objective:**

The player must reach the end of the levels, by platforming around various obstacles and challenges to beat the level.

**Core System**

Third Person Platformer:

* Character Controls
* Camera Controls
* Enemy(basic ai, Simple Nav mesh movement)
* Platforming
* Colored Platforms

**Supporting System**

Colored Platforms:

The Platforms will have a Color associated with them, and each color has their own unique effect on the player.

* Colors will change player stats such as: Speed, Jump, Bounce, and a Follow Platform
* More Colors can be added in, and Colors can be combined to create a platform with a Jump, and speed for example.

Color Swapping:

The player will be able to swap between visible Colors, and only see the selected Color,

* Switch Between Colors
* See only Chosen Color
* Unlock Colors to Use

**Save System:**

The player will be able to save their location, and current level they’re on, Colors unlocked, and hopefully some other things like number of times jumped, amount of color switches, and other movement stats.

What will be saved:

* Player Location
* Current Level
* Colors Unlocked
* Movement Stats(Jump, Travel Distance, etc.)