Goal

Make a local co op, puzzle, platformer, metroid vania

Tools/programs used

All are free programs

-Krita (for art)

-Unity (game engine) version 2020.1.1f1

-Visual Studio (code editor)

-Audacity (for audio editing)

-bosca ceilo(for music creation)

Core elements

-Each room would have a still fully zoomed out camera like fireboy and water girl

-each player could ether play with two controllers or one on wasd and the other on arrow keys

-there will be some platforming

Puzzle elements

-each player could have a color and they could only interact with parts of the world were there color

-like black could only interact with a black lever

-or the white character could go through black walls

-there would be a neutral color that both players could interact with

-there could be spikes that would only damage the player with the corresponding color

-there could be enemies that could only damage and take damage with the corresponding player color

-physics objects like pushable boxes

-pressure plates

-objects,walls,levers could change color on an event

-in some instances you could add a button that when pushed changes a white platform into a grey platform letting the other player pass

Metroidvania elements

-Want to instill a sense of exploration like in hollow knight

-might want a simple map of the whole world that gets filled out as the player discovers more world

-The map might add the room once completed the puzzle in that room

- non linear meaning you back track

-each biome could focus on a main mechanic that is focused on.

-there is a currecy that can be picked up and would be gotten from optinal side roads and could be spent to get hints.

Narrative/world building

Quick story overview

There was a two world a black and a white dimensions one at the start of the game we see the two worlds merging like the conjunction of squares in the witcher our two characters one from the white detention and one from the black wake up in a newly mixed world they find each other and decide to help each other.

The characters figure out how the new world works by them waking up and there i a platform on top of spikes but the platform is of the opposite color so they fall though and get hurt

-must connect with the main theme of colors and the interaction with the world

Art

-Will use gray scale so no colors

-simple thick lines

-simple backgrounds

Platforming

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