Project Colours

This is a document describing a game jam project internally titled "Project Colours". It's working title is: 'Prism Path'.

Project Colours is a colourful and engaging maze adventure game where players embark on a journey to restore colour and vibrancy to a monochromatic world. The player controls a character navigating through maze-like levels filled with obstacles, hazards, and procedurally placed orbs of various colours. By collecting these orbs, the player unlocks new pathways, overcomes obstacles, and brings colour, vibrancy, and positive life back to the world.

Concept

Players control a pixelated 3D 1st person character exploring maze-like levels to collect coloured orbs and restore colour to a greyscaled world. Each colour orb has unique effects that aid or hinder the player's progress, adding depth and strategy to the gameplay.

Mechanics

- Basic WSAD
- Collecting Coloured Orbs, Each Colour providing a unique effect
- Platform mechanics for traversing obstacles and gaps
- Time limits/counts in each level to add a sense of urgency/emergent elements of gameplay
- Limited health/lives with potential for powerups and health pickups

Art Style

- Minimalist/Pixel with high constrast/vibrant colours
- Greyscale initially, gradually filling with colour

Audiovisual

- Ambient soundtrack that evolves as more colour is introduced
- Simple sound effects for movement, bells for Colour

Level Design

- Maze levels powered by exposed-parameter Wave Function Collapse implementation
- Introduction of new enemy types as player progresses
- Dynamic environment changes based on the coloured orbs collected
- Hidden paths/secrets to reward exploration

Progression

Gradual increase in difficulty and complexity of levels

Unlockable “Infinity Mode” which rapidly increases difficulty, but boosts rewards of Scoreboard providing emergent gameplay elements

Technology Stack

- Game Engine: Godot 4.2
- Programming Language: GDScript 2
- 2D/UI: Krita/Gimp
- 3D: Blender
- Audio: