Rough notes

Shapes and form

* 2d platformer: moving left and right, jump, crouch
* Shape matters: use shapes to solve puzzle
  + Big circle: crouch can roll
* enemy : little rock people > avoid in all cost
* Level will help each other> but not like portals puzzle
* Sketch environment

General game machine:

* Move Left & Right
* Jump
* Crouch
* Weight difference: small and big
* Small boy:
  + jump taller
  + Walk faster
  + Weak
  + Go into small places
* Big boy:
  + crouch to roll
  + Rock solid, durable
* Challenge:
  + Will not be able to reach some area??

Village & Flower (half tutorial):

* Push items away base on the size needed
* Show the difference between speed, size and jump height
* Simple enemy interaction , can never defeat them, always need to avoid
* Teach big guys rolling machines, small guy can push+ him
* Teach that small guy can climb on big guys back to get to places
* Props:
  + Half Log
    - Static for players to jump over
  + Full Log
    - Dynamic for players to push
  + Hollow Log
    - For lil guy to walk through
  + Tall Mushroom
    - One way Platform
  + Short Mushroom
    - One way Platform
  + Small Crate
    - Box for lil boy to push
  + Medium Crate
    - Box for both to push
  + Large Crate
    - Box for big boy to push

Forest:

* Vertical level with exploring a tree
* Need vines to climb up to the next platform
* The enemy will drop down from the top of the tree

Swamp level:

* Lily pad: pressure plate, when the heavy character jumps on top they will fly up (big boy hold, small boy fly)
* Gaiters can get to you,heavy once can keep the mouth close> become a platform to walk over, whole boy come out to become a long platform??? (big boy)
* Get flung into the air by lily pad or being too light (small boy, big boy hold)
* Push log (just shaving) to build bridge (big boy, maybe small guy)
* Small hole is the tree (small boy)
* Challenge:
  + Fall into the swamp will die
  + Gaiter will chop on little guy if not stomped on the right area

Caves:

* Tall enemy
* There will be crackling ground, will crumble if big boy stands on top

Castle leve(boss)l:

* May have lava

List of game on reference:

pico park, it takes two, human fall flat, biped

Official start

Unity version: 2020.3.26F1

Character Canvas sizes:

Big Boy: 200x200 or some multiple of

Lil Boy: 100x100 or some multiple of

Level Size: 1100x

Task to finish for sunday: in piroity

1. Finish the game (Top priority)  
 Steps: finish each stage,> all three stages that had been drawn

Break down of finishing a level:

>

> maybe the boss stage if we can (hopfully)

> Finish game UI and impediment it: stage select and menu screen

2. Create gameplay trailer to showcase the game (thinks its quite important since the judge will not be able to play test the full game)

3. Create process book to showcase each level

4.maybe promotional material

5.

Process photo



 