**Shapes**

**General Overview:**

Shapes is a puzzle-platformer that focuses on player character morphing. Unlike most games, the player changes character during gameplay, and frequently, to complete the levels. The levels are a series of linear obstacle-based puzzles which require the player to use both the active and passive abilities of the various geometric characters, in order to complete the puzzles set before them. The difficulty and skill-based movement in the game is made for an audience who values skill and challenge.

**Characters:**

There are three main characters which the player can choose from. These are the Sphere, the Cube, and the Cylinder. More characters have been brainstormed but are yet to be finalized. Their passive and active abilities are as follows:

**The Sphere**

Active abilities:

* full forwards/backwards, left/right movement
* Jump ability

Passive abilities:

* Can float
* Is moveable (objects which hit it, move it or kill it)
  + Can be boosted by air from vents

**The Cube**

Active abilities:

* Light/heavy mode
* In light mode:
  + Can move forward/backwards, left/right in a gliding fashion

Passive abilities:

* In heavy mode:
  + Plummets straight down unless something stops it’s fall
* In light mode:
  + Slow fall (glides)
  + Automatically returns to heavy mode upon collision

**The Cylinder**

Active abilities:

* Can roll forward backwards only
* Can pivot left right
* Boost ability possible after charging

Passive abilities:

* Moveable

**Obstacles and Puzzle-Pieces**

**The Red (Helpers):**

Red objects in the game represent objects that are part of the puzzle and help you. These include things such as:

* Platforms
* Ramps
* Rails

**The Black and Green (Hinderers);**

Black and green coloured objects in the game represent the “killers” of the game. If the player touches these, they die instantly and are reset to a certain point in the level. These include things such as:

* Walls
* Moving pillars
* Moving walls

**The White (Neutral/Terrain):**

White objects in the game are the environment which the player can traverse freely with the exception of the pit pieces in Level 2. These objects offer a background for the Helpers and Hinderers and makes them stand out more.

**The Blue (Water):**

A floor which is coloured blue is water. This will move the player in a certain direction with speed to either move them back to the start of a puzzle or throw them towards impending doom.

**Level Outlining**

Since this game contains various characters with different abilities, the characters themselves will be used as both a form of “leveling” as well as a reward for the player. The first level of the game will be used a tutorial to basic mechanics of the game, with the player starting off with the Sphere. The player will use the Sphere to maneuver through a basic scene, being taught about the jumping ability, the buoyancy of the sphere in water, and shown the colour system of objects and how they interact with the player. All of these things will be taught to the player through them playing, with text only being used to teach the controls.

After the player has completed the first level, they will move onto Level 2 which allows access to the Cylinder. The player will then learn the Cylinder’s charge and boost ability, before having to learn about morphing mid action to complete puzzles. This is taught with a simple puzzle of making the player charge and launch off of a ramp with the Cylinder and having them morph into the sphere in mid-air in order to fit throw a hole in a wall. The rest of the level is using the same principles that have been taught to the player, but now are more demanding, requiring the player to further develop their skill in handling the shapes.

The third level brings in the Cube shape. The player is left more to their own devices in order to learn how to use the new shape, which requires the player to use the active ability in mid-air or the ability doesn’t work. This level has an extra twist: the scene is dark with few lights. There is a light which follows the player throughout the level but knowing where to go further on is difficult at times.

**Design Team Roles:**

Ben Spearman:

* Concept and general vision
* Level 1 and 2
* Quality Assurance
* Game Design Document

Ruby Johnson:

* Level 3
* Maya Modelling