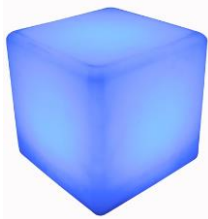


Cubey

The character Cubey is the protagonist of the game and its story.

Cubey is a blue cube with cat ears, paws, tail. One of the cube's faces has a chibi-styled face. Its facial expressions are supposed to visualize the character's personality.



The cube itself is to be drawn in different tones of blue.

The colors range from "pale sky blue" or "baby blue" over to "royal blue" and even "navy blue" for darkest parts.

#87CEFF -> #4169E1 -> #000080

In the game the cube will be seen from the front or at a very narrow angle to suggest its 3D features (this will be specified after sample testing).

The face, as specified in the project description and above, will warp the chibi-art style into a western cartoon interpretation to broaden the acceptance spectrum.

The mouth will be directly translated from the chibi-art style (e.g. bottom left).

The inside of the mouth is red, unless sample testing proves other color codes as more resonating. (#DC143C to #C80815)



The eyes have (depending on the expression) a hint of a light reflection effect. The eye color is not intended to be shown, but in case of necessity it is supposed to be an almost-white tone of blue.

There is a hint of a blush effect at where the cheek-bones would be.

Cubey doesn't visually have a nose, unless during development the necessity for it having a nose emerges. In this case the nose design can range from a tiny triangle to just two dark/black dots resembling the nostrils (-> anime art style).



Cubey's tail is single-color blue with a white tip (light color gradients allowed).

It possesses some hair volume, but it is generally in the shape of a bent tube with a brush-tip.

Its blue ears with white tips are that of a Chartreux: stiff in shape, rather pointy and foldable.

Cubey's personality can be described as ...

- Investigative:
It tends to follow a problem to its roots
- Brave:
It faces its fears and keeps its morale
- Naively cheerful:
It keeps a cheerful expression on its face unless it has an emotional break-out such as while it performs an attack or when it takes damage.
- Supportive:
It lives to help others and to coexist with them.
- Nature lover:
It loves nature and prefers to live far away from civilization.
- Loyal:
It keeps its promises and stands strong for its friends.



Gender:

Cubey is to be presented genderless.

That means indicators for its gender are largely forbidden.

In case of absolute necessity it may be treated as a female character (last resort).

Race:

For reference purposes Cubey is a young-adult Chartreux.



Combat abilities:

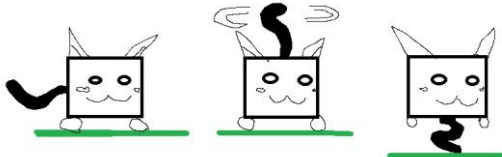
The PC Cubey will possess a broad spectrum of abilities.

These will of course contain the rudimentary movement set of running and jumping.

Cubey will also be able to “roll” and therefore change the direction its tail is pointing at.

The tail’s orientation can be chosen by holding down a key such as [shift] and a directional key (such as arrow keys).

The special abilities that depend on the tail’s orientation will be:



Dash Mode:

Trigger: [Shift] + [◀], [Shift] + [▶]

Cubey’s tail points into the direction it is moving or moved before.

Pressing the action key now causes Cubey to dash a (to be distinguished) reasonable distance forward. Any EC in its way will be damaged and/or **pushed**.

Cubey is soft-invincible during the dash animation. (can still be “killed” by environmental objects)

Helicopter Mode:

Trigger: [Shift] + [▲]

Cubey’s tail points upwards.

Pressing the action key now causes Cubey to float horizontally for as long as the key is pressed down.

Balancing Note: it is to be distinguished for how long Cubey can keep floating and whether Cubey slowly descends or stays perfectly horizontal.

Pogo Mode:

Trigger: [Shift] + [▼]

Cubey’s tail points downwards.

Pressing the action key now causes Cubey to jump very high.

Holding down the button causes Cubey to keep jumping like its tail was a pogo stick.

Beyond its special moves there will be an attack-move that causes cubey to attack into the direction of the arrow key pressed down.

If the player is currently jumping and pressed down the arrow key, Cubey will drop and damage enemies it hits on its way down. The damage will stack-up with the distance it fell until it hit an EC.