

# Imaginary

A Game by MODACT

# Our Goal

Take a saturated game concept and make it interesting and refreshing

Reimagine what it's like to be a child



# But How?

Improve on the classics like Mario and Metroid and create a platformer that attacks the genre from an alternate angle

Our idea was to introduce a second controllable character, and a more relatable story



# Story

Tracy has lived her entire short life comfortably in a suburban community with her mother and father. But now, her parents are moving her out to an acreage outside of the city. Unfamiliar with this new environment, she begins to explore the woods near her new home, where she imagines there to be all sorts of terrible creatures lurking, waiting to hurt her. But with her imaginary friend, who she calls Biggie, she gathers her courage to venture out to explore the woods.



# Feature Overview

- 2D Platformer
- Two controllable characters
- Characters gain abilities
- Cooperative puzzles



# Mechanics

- Puzzles involving multiple characters
  - More than just multiple pressure plates, puzzle ideas that involve timing and skill
  - There are enemies but no combat, the player must think to avoid confrontation
- Character Switching
  - Including temporary buffs and cooldowns
- Companion Abilities
  - Biggie will earn upgrades that allow him to transform into different things that help Tracy traverse the level



# Abilities

- Tracy
  - Call Biggie to herself
  - Fit in small spaces
- Biggie
  - Transformation
    - Ladder
    - Bridge
    - Wall
    - Rope
    - Hose



# Tools

Framework	Pygame
Music	Logic Pro
Art	TBD
VCS	Github
Story Tracking	Pivotal

