Broken Pieces

Broken Pieces is a 2D puzzle platformer, where the player will guide a broken soul through the path of finding themselves in both the figurative and literal sense. The player will find different masks as they progress that will give the player different abilities based on the mask they are currently wearing.

**Story & Narrative**

* **Setting:** The broken soul wakes up upon a gravestone in a greyscale graveyard, unaware of what has happened, they begin to wander, and question what has happened, who they are, and why they are like this. As they find themselves the world slowly starts to show you its color and beauty, and when complete you can see the world for what it is.
* **Plot:** The broken soul having no idea who they are set out to find themselves, finding fragments of their soul. Along with masks, shells of others that they put on to try and figure out who they are, see if they fit. Until they find all their pieces and know who they truly are.
* **Characters:** The broken soul is the main character, they are a shell of a soul, empty. They look almost like something but don’t quite have a form, they have wispy tendrils coming out of them, at first all you can make out is a head and some eyes. As the player collects more fragments of the soul, they will gain a more humanoid and complete form. And the more soul fragments the player collects the more color they can see in the world.

**Gameplay & Mechanics**

* **Core Gameplay Loop:** The player will complete levels with the masks they have and the abilities that they give, along with solving some basic puzzles such as, “flip lever to open gate” or “push box against wall to make jump”
* **Masks:** Throught the game the player will find different masks that will give different abilities when wearing them. The player can switch between the masks to change the active ability they are using. The masks that the player can find are:
  + **Speed Mask:** This mask will increase the max speed and acceleration of the player
  + **Jump Mask:** This mask will increase the jump height of the player.
  + **Dash Mask:** This mask will give the player the ability to dash horizontally or diagonally in the direction of input when the player presses the jump button in mid air either after jumping, or when running of a ledge.
* **Objectives:** Theobjective of the game is to collect soul fragments to make the broken soul hole again.

**HUD/Menu Design**

* **HUD:** Text boxes will pop up at certain locations and points in the game, or when interacting with certain objects. They will give context/dialog relating to what is being shown.
* **Pause Menu:** A pause menu will be available. It will pause and darken the game background when opened and show some buttons for the player to interact with. Resume, Main Menu, and Quit Game. The menu will have a grey and black color scheme, but over time the background will not get greyed out as much, with the player getting more soul fragments.

**Art & Visual Style**

* **Art style:** The game will have a pixel art style with the main color palette in the beginning, being grey scale, but as the player gathers more soul fragments the world will slowly fade into color.

**Progression**

* **Gameplay Progression:** As the player progresses through the game they will unlock more masks to allow for more complex parkour. Along with collecting soul fragments to make the broken soul hole again and bring color back into their life/world.

**Controls**

* **Movement:** The arrow keys will be used for movement with the left and right arrow keys making the player go left and right, along with the Z key making the player jump. For diagonal dashes the player can hold one of the L/R arrow keys along with the Up arrow to make a diagonal dash.
* **Switching Masks:** The player will use the A S and D keys to switch between the different masks.
* **Menu Navigation:** The pause menu can be opened with the Esc key, and the different menus can be navigated with the arrow keys, the Z and X keys/Enter and Backspace will be the confirm and back keys.