Project:

An end of semester final project by *Meagan Couture*

Design Document/Pitch

Game Description:

"Welcome to the worlds of ***Reversi***!

Worlds? Yes, you heard that right! In this puzzle platformer, navigate your way through two different worlds - at the same time. Everything your character does, your 'reversi' does the opposite, but the worlds around them are not the same. Safely navigate both characters to the end of each level win!"

Gameplay description:

This game will feature a screen split in two down the center in a limited monotone or grayscale art style inspired by (but perhaps not directly utilizing) pixel art. Each side of the level will be considered a "different world" and will contain different obstacles for the player to get around. However, the player will always be controlling both characters at the same time. In the game, this is referred as the player character and its 'reversi' i.e. complete mirror image. While the player moves its characters around, they must carefully plan each moment as to not endanger either one of the characters they control.

Scope limiting factor:

In effect this means that one side of the screen will be completely upside down as compared to the other, meaning that theoretically speaking, I should be able to program the reversi using the reverse functions of what I'm programming the player character, hopefully therefore helping to limit the scope of the game.

Visual Style:

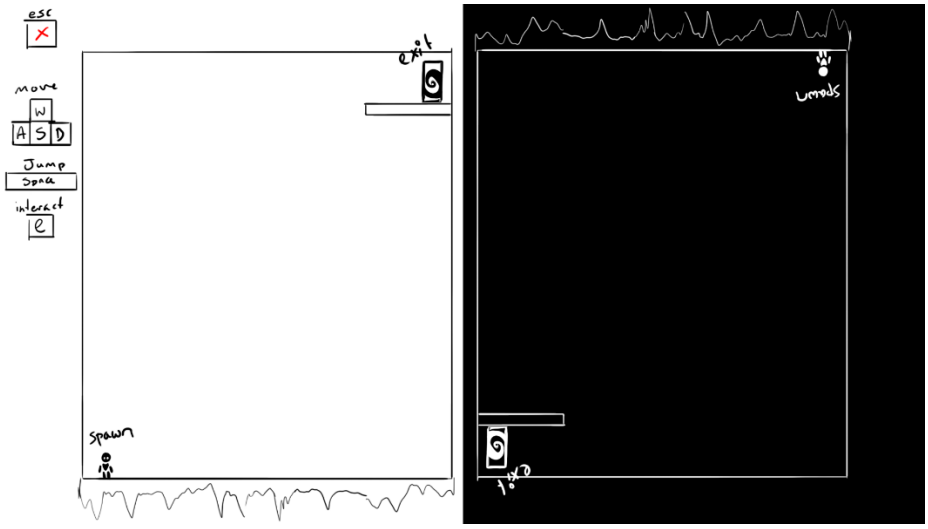
As stated in the above block, I will intentionally be using the very limited color palette of black and white[or grayscale if need be], either in a pixel style or a 2D art style inspired by it. The world on the left will be white with a black foreground, while the reversi's world will be black with a white foreground, upside down/backwards.

Audio Style:

I expect that the sound effects that I use in this game will relatively simple and minimalistic to reflect the art style and general "limitations" concept of the game. I will likely be limiting the sound effects to jumping, getting hurt, dying, and perhaps victory/finding something. Additionally, if I need music, I will have my dad create a quick minimalistic/electronica track for me, as we have done before.

Interface Sketches:

As of right now, I am still trying to formulate the style I will be using to create the levels, and as I am already running late, I will have to leave you with this base idea.



Story/Theme description:

As the concept of this game revolves mostly around the puzzle mechanic, at this time, there is no real defined story right now beyond the narrative of the normalcy in the player character's life and the otherworldliness in the reversi's life. Every character that shows up in this game will have a reversi.

The themes of this game include:

- Technical and artistic limitation
- Reversing; Mirror Images; Dopplegangers; Opposites
- Fantasy vs Normalcy

The Genre will be Puzzle Platformer with mechanical focus.

Feature Sets:

- **Low-Bar Creation: Mechanics and Basic Visuals**
    1. I will create two functioning tile sets using one color pallet (black and white or grayscale).
    2. I will create the animations for the player character and the reversi character, which in reality will just be the same animations but color swapped.
    3. I will create at minimum 3 functioning rooms for the players to traverse.
    4. I will implement at least 2 different types of stationary obstacles for the player to traverse.
    5. I will implement a set of collectables and an exist which leads to the next level. (effectively exists for score and completion).
- **Target Creation: Sound effects and more complex mechanics**
    1. I will implement at least one item that the character can interact with in order to change its movement style.
    2. I will commission the creation of a minimalistic, repeatable soundtrack for the game from my father.
    3. I will implement a complete set of sound effects covering the basic actions of the characters
    4. I will create at minimum 8 functioning rooms of varying difficulties for the player to traverse.

- **Stretch Goals:**
    1. I will create 10 functioning rooms of varying difficulties for the player to traverse
    2. I will implement at least one moving enemy into the game.
    3. I will design an animated title screen, interactive title page, and victory screen.

This game will be made using Construct 3.