Project Gamma Prototype Gameplay

9 Levels,1 boss.

Hub area between levels with entrances.

Light gears in levels, main collectable.

10 geomorphs make 1 light gear.

100 gear fragments make 2 light gear.

50 gears total: 3 in hub, 5 per level, 2 from boss.

Levels separated in sets of 3 and can be done in any order, must collect a certain amount of light gears to progress.

Cube character can move, jump, wall jump (vertically and horizontally), shoot (unlocked by level 4, slam (unlocked by level 7)

Enemy Types: Runs towards player, stays certain within certain min and max distance, stationary, some may shoot, some may fly.

Levels either loop around at the end or have something like a teleporter, cannon, or spring to the start.

Level entrances have signs in front of them displaying number of collectables received.

Levels repeated have saved progress.

Players may have to revisit earlier stages once some abilities have been unlocked.

Levels 1-3 exterior forest, 4-6 interior caves, 7-9 exterior and interior nuclear wasteland factory, 10 combinations of all.

Level entrances are cannons that blast the player away.

End of level works back to the hub area.

All areas are one scene, so other levels can be seen in the distance.

Decently physics based.