Slime Time

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-   Blueprinting, Menu

About The Game

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Slime Time is a 2D cross 3D semi Top-Down Strategy, Puzzle, Action game, where you play as a slime with the ability to control time and use elements, allowing you to use your powers advance areas. The objective of the game is to complete each area before the time runs out, the further you go the harder each room gets, your scored on how difficult the game is.

Game Mechanics

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- Timed Puzzles

- Color coded switches/Buttons to open doors to Progress through the level

- Color coded enemies which will have different health and strength.

- Randomly Generated Puzzles

- Power/Time mechanic
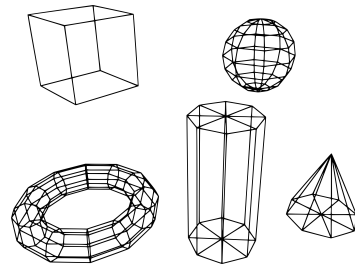
- Player and Enemy Health
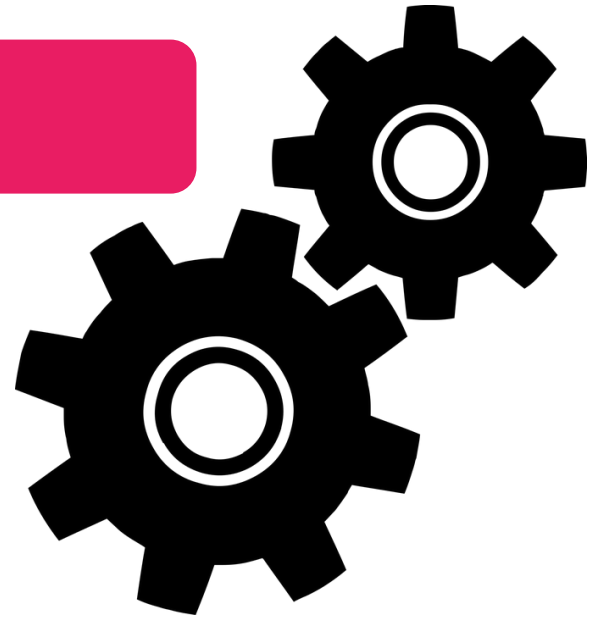
Game World

Slime Time is a area based game, with stages that change the environment around you.

The World is set in a fantasy world, filled with challenging areas that you must advance , but it's not easy when enemy slimes try to foil your plans.

Collision

The main character and the enemy AI both have collision spheres, so that they can interact with the world.

- OnEnemyOverlap(CharHealth -1)
- OnCharOverlap(EnemyHealth -1)
- OnCharOverlap(ButtonOn = Yes)

Slime Time also has room boundaries so that the AI and Character can't leave the room or pass through walls.

Physics

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SlimeTime Uses Physics in many different ways such as when The player gets hit by an enemy the player is knocked back And when any slime(Character/enemy)moves they will leave a trail of slime behind them which will make both the player and enemies slip and slide in the level.
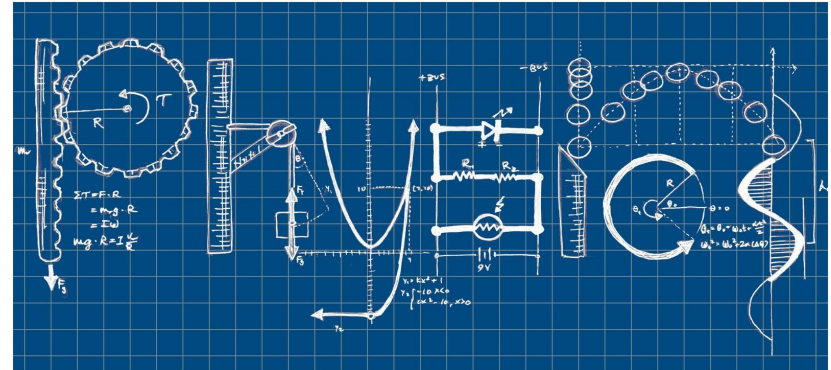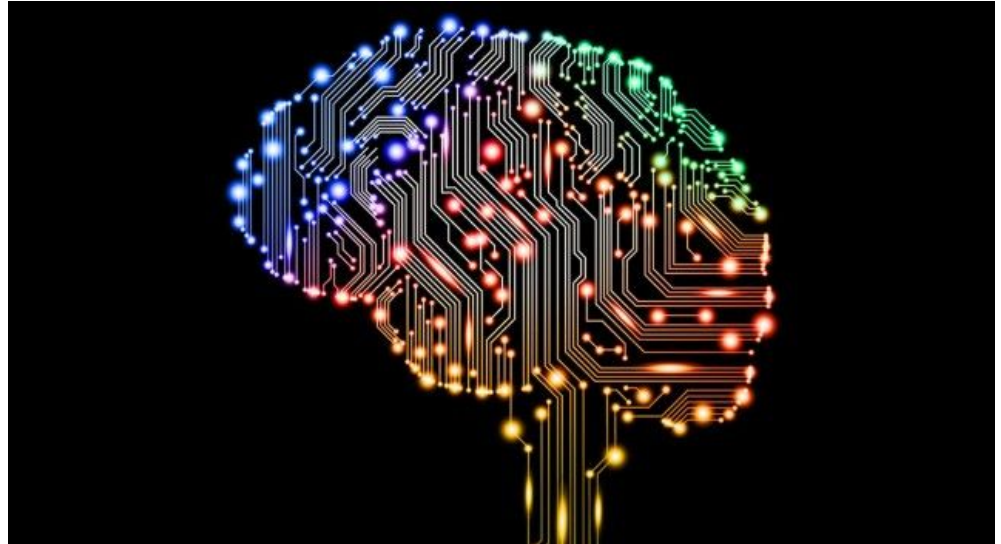
Shaders

There are two main elements within Slime Time that use shaders, Torches and Buttons.

- Torches will act like fire, glow orange and flicker.

- Buttons will glow their color, which will illuminate the area for better visibility.

Artificial Intelligence

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Enemies: The Enemy AI will be on a patrol, until a ghost is in range, once in range the Enemy AI will follow and attack that ghost.
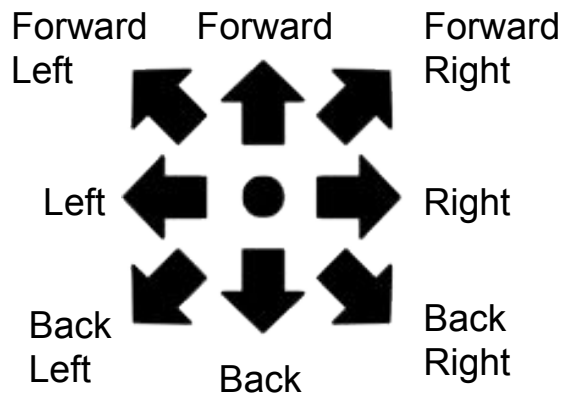
Controls

———   Slime Time Uses a Joystick and two buttons,
            Attack and Use Item

Forward   Forward   Forward
Left   Right

Left   Right

Back   Back
Left   Right
              Back

Attack   Use
              Item

Audio

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Soundtrack
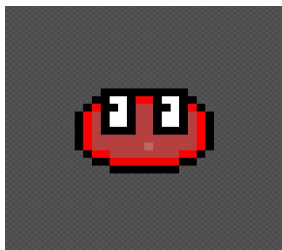
- Light music to calm the player and keep them entertained

Animation Sounds

- Slime Sounds
- Button Clicking
- Attacking
- Door Opening
- Item Collected

Menu Sounds

- Menu Open
- Menu Close
- Button Selected
- Settings

Concept Art

Main Character/Powers:

Rooms/Level:

Enemies: