

My overall thinking and approach to this game was to create the first layer of a vertical slice, I took the design approach to create a classic feel and experience drawing from my favorite classics of Spyro and Mario. The ideas behind them are simple mechanics but when they are all working together, as simple as the mechanics are they can offer an engaging and entertaining experience for a wide range of demographics.

The current slice I created has some issue with movement and logic with the camera. Where the camera and player will sometimes jitter and jump along the Y axis. This is caused by the initial implementation that I did, where it doesn't take the character movement into full consideration. This would be improved later as the vertical slice builds out more layers of gameplay, by developing a more refined camera system and movement system.

Being the first layer of a full vertical slice there are many other issues and improvements from the design to implementation of the mechanics that would be made. With the current implementation and design of the gameplay it can feel empty and feel lifeless. An implementation of environmental ambient music would give the gameplay more of a pulse, more movement elements and more challenging core mechanics to give the player more to do through interaction if it be mini games to unlock different areas or design a feeling of more urgency through limiting either time or how many times the player can fail a challenge.