

# Ultra Fall

A Game clone of **Downwell** by Devolver Digital Inc.

Ultra Fall is a rougelike vertical scrolling platformer. The player starts by entering a well, and descends down fighting monsters along the way.

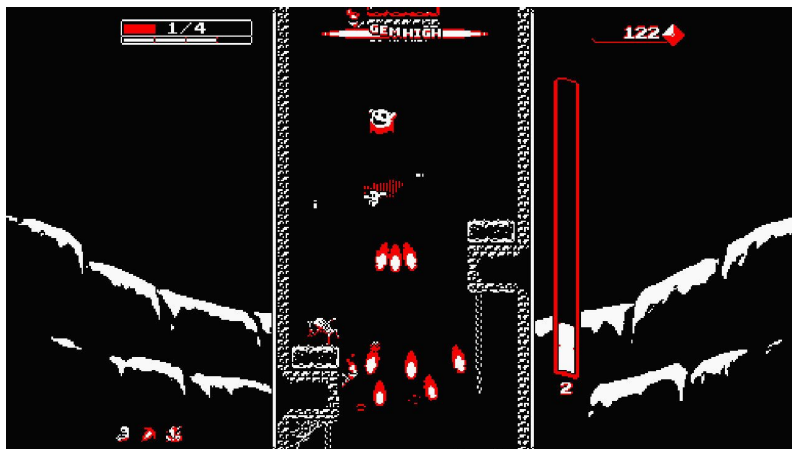
## Main Game Mechanic

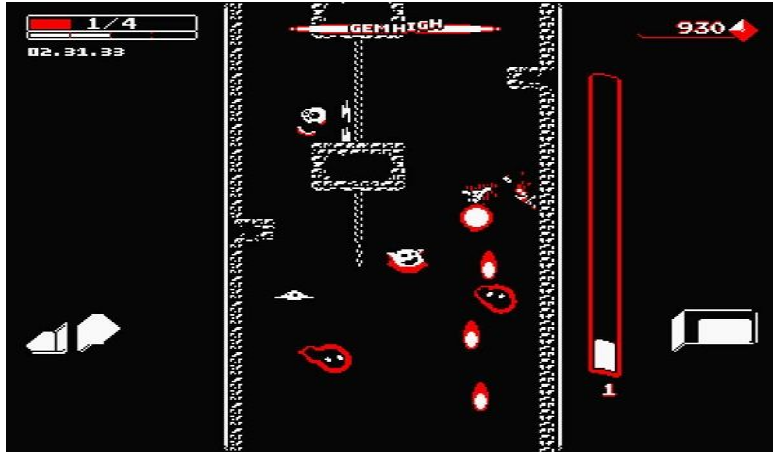
The player is equipped with “gun boots” that are their weapon to use against monsters during their descent. The boots fire when the player jumps, so the player will need to understand in order to fight monsters they will need to jump, so they will have to plan out where they end up after they shoot.

## What makes the player want to win? (Replayability)

Each monster the player kills will drop gems. Gems are used after completing a level to purchase power-ups to aid them along the way to the final boss. The player has a fixed amount of health, so they must balance chasing gems and staying alive to complete the level. The gems act as a high score, the more monsters you kill and survive while doing so will grant you a higher score. Buying power-ups subtract from that high score, so players with greater skill will end up with a higher score. Randomly generated Blocks and platforms are randomly generated throughout the well so the player can rest and calculate their next move. Blocks are destroyable by gun-boot fire.

## Photos of Downwell





Early photos of Ultra Fall in progress:



## Flow Chart:

