**Concept 1**

**The adventures of Arno Glittermain**

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**Concept**

2D-platformer that’s all about unicorns. We follow Arno on his quest to win back the color red for his son, junior Junior, by defeating his arch enemy Frank. The sub goal is freeing the different island from Frank his grasp. The main game will consist of a map composed of multiple colors, completing all levels will unlock the last level : Frank’s hideout of hellish fire and very little parking space. Each level will be a different color and will have its own boss fight:

Orange - (immaturity, frustration, a lack of serious intellectual values):

An island filled with irritating pixies. The soundtrack will consist of high pitched sounds, stupid questions, carnival music from the Efteling ride. The level itself is made deliberately shitty. Think impossible jumps, but the gap is not an actual gap. You can just walk over it. Also, a cloud platform that you can’t walk on with a coin on it. You can never reach the coin.

Green - ( Boredom, stagnation)

Bureaucracy level. The soundtrack for this level will be that annoying waiting music from elevators. The island consists of levels that are always the same. The goal is to fill up forms and kill everyone when you get fed up.

“If you’re going to sin, sin against god, not the bureaucracy. God will forgive you the bureaucracy won’t”.

Yellow - ( Depression, anxiety )

An island full of soft cushions that can’t hurt you. To ensure your own safety you must cover up your horn with another cushion. Because of the cushions you bounce of them all the time.

Cyan - On second thought, let’s not go to cyan island, ‘tis a silly place.

Blue - ( Coldness, lack of emotion )

People don’t give a fuck about you, before you can enter this world the gate has to be opened. This takes about 2 minutes because nobody cares about someone standing in front of the gate.

Purple - ( Inferiority, suppression )

In this world horses are chain up.

**Features**

* 2D platformer
* Humor
* Progressive level system
* Awesome story

**Motivation**

The player would want to play this game because he doesn’t want to let Arno down and get his rainbow back

**Genre**

2D-Platformer

**Target Customer**

**Mechanics**

**Competition/Cooperation**

**Unique selling points**

**Platform**

PC

**Design goals**

**Characters, story and settings**