



# Pixel Art Platformer

Mollie Mero, Annie Xenakis, Peyton Ludwig, Atreyu McLewin

PLAY





# Our Concept

- 2D Pixel Art Side-Scroller
- Platformer, Puzzle, Combat
- Players explore a ruined world, teetering on collapse
- Your choice: do you **rebuild** the world, or do you **destroy** it?
- These choices will affect the background, NPC dialogue, and ending



## How is it different?

- Not pushing sustainability, user gets a choice in how good the world becomes
- High level of interactivity compared to other sustainability projects
- Very story driven; You see and interact with the characters and creatures in the world



**Similar  
Works...**





## Shadow of the Colossus



## Breath of the Wild

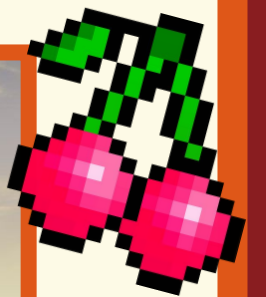




## Stardew Valley



## Fallout





# Cultural Relevance

- Shows the effects of not maintaining sustainable modes of living through the people within the story
  - *Keeping the world alive is meaningful not because of the world itself, but the people living in that world*
- Multiple playthroughs can let you see what happens in the worst and best cases, and you develop personal connections to everyone!
  - *Majora's Mask as an ideal example*
- The environment can become more unlivable and the natural habitats are affected more and more negatively
  - *Including your animal/critter companion*





## Theme Relevance

Our project is relevant to the theme of sustainability because depending on the choices of the player, the world will either become more lush and beautiful or the world will become more decrepit and destroyed. Our game will be based on each users experience and how much they care about the theme.





# Audience

## People who enjoy:

- Pixel art
- Platformers
- Puzzles
- Choice-based experiences
- Actions impacting the in-game environment

## Will experience:

- Rebuilding the world
- Or the consequences of not doing so





# Challenge

We want to make a platformer-style game, but with a twist. Our goal is to make the “twist” in our game interesting for players, but also to challenge ourselves to create something different. Our current idea is to make two timelines, one where the players opts to restore the planet and one where the the player opts to destroy the planet. Having two timelines will challenge us to think about how player actions affect the world around them, rather than having a more linear experience.



# Playstyle Impact

The fate of the world lies in your hands. This world might be impacted by:

- Repairing vs. Not Repairing important infrastructure
  - i.e. fixing renewable resource to help people and the environment or scrapping parts to gain perks for self gain.
- Solving a puzzle the easier, but more destructive way, vs. solving a level a more difficult way to help the environment.
  - i.e. Growing a tree to reach a location or digging up the environment, including wildlife, to reach a location.



# Planning: World Designs





# Planning: Character Designs

