Super Elmo G.D.D

**General Idea:** It is to be heavily inspired by Super Mario World; I want to have my own take on it. I want to encourage healthy tendencies through the visuals in the game (like how Popeye ate spinach and got big). Elmo is going through the world to clean up the trash littered throughout putting a stop to the littering. And to release his captured sesame street friends.

**Difficulty:** I want to have the difficulty increase as you go just like any game, but as kids would be playing it. It should be hard for kids and adults who do not play games typically.

**Genre:** 2D-Platformer

**Target Demographic:** Young kids around the age group of 3 – 10.

**Art Direction:** Currently the art will be very basic 16x16 pixel art, using an open source sprite sheet. I may have to edit some or create art of my own.

**Game-Mechanics:**

* Jumping
  + Variable jump height.
  + Double jump from a power up
* Running – Speed up to a maximum speed based on time running
* Crouch
  + Sliding crouch.

Back Up

* + Basic in place crouch.

3

2

1

* Power Up System – Save extra power ups for up to 2 items
  + Grow big item (Life to 2)
  + Double jump item (Life to 2)
  + Strong Skin (Life to 3)
  + Wall Jump Item
* Flying Side-Scroller Levels
  + The levels will serve as moving to another part of the world (flying over water).
  + The available input will consist of up/down movement and firing projectile. (Like old fashion ship games)
* Enemies
  + Trash paper Ball (Very Basic)
    - Move in one direction and turn on contact with walls and edges.
  + (Name)(Jumping One tracked)
    - Move in one way on a jumping interval
  + (Name)(Follow Creature)
    - Within a certain distance, path to the player to contact them.
    - Obeys gravity.
  + (Name)(Follow Creature)
    - If creature is on screen, then path to player with no collisions
    - Does not obey gravity.
* One-Way-Platforms – Press down to drop below
* Pause menu
  + Return to Main Menu option
  + Exit Option
  + Controls Option
* Camera Follower
  + Camera should have multiple states {FollowPlayer, LockPoint, DontFollow}
  + Not sure how to handle following
  + Most likely have camera look ahead in the direction the player is moving
* Co-Op
  + Would be a clone of the player 1
  + Unless a unique player to alter gameplayer
  + Co-Op would not be taking turns, but would be playing at the same time
* Network (for practice)
  + Delve into playing Co-Op online
  + Would be a peer to peer connection
  + Implemented last.
* User Interface
  + The stored power ups will appear above the player when button is pressed or when it is used.
  + Timer for the level
  + Score based on level completion time and number of hits to player, something like (Score = (arbitraryScoreMultipier \* collectables \* time) – damageTaken \* multiplier) Would have to normalize values
* Bosses
  + Must come up with ideas. Would prefer gimmicks rather than simple jump on and he dies.
  + Such as traversing a section that boss attacks and you run to hit switch and end him.
  + A boss during the Flying portion maybe

**yeet**