Tako Stories

Game design document

# Mechanics

The following are mechanics used in puzzles.

## Movement

Ina’nis can jump slightly more than 2 units high when grounded. She can also move horizontally and keeps her momentum from other forces, although if she is on the ground, her horizontal velocity quickly stops if no movement input is given.

## Drag

The player can drag objects with the cursor clicking and holding on them. There is nothing preventing Ina from being on a draggable object while dragging it.

## Blocks

Those blocks can be dragged and push by any force.

## Triggers

Any object that come in contact with it will activate it. They can activate pretty much anything.

## Moving platform

Not limited to platforms, is mostly used as doors or as ways to get momentum.

## Barrier (blue)

Only Ina and the takos can go through these barriers.

## Barrier (orange)

This barrier prevents the power of Ina (cursor) to go through it. The player, takos and other objects can still go through them. The cursor can go around the barrier through terrain, although it may be slightly confusing (requires testing).

## Tako

Takos can be dragged by Ina and go through blue barriers. They do not collide with the player. When right clicking on a tako it uses its powers. Takos cannot use this power if the cursor is already dragging objects.

## Non-draggable blocks

Blocks like those cannot be dragged by the player and must be moved by other means (e.g. pushing or tako powers).

## Cookies

Theses can be dragged but don’t collide with takos or players, just like takos. They serve as a bonus challenge for some puzzles. They could be given to takos to get some dialogue.

# Takos

List of the takos, their powers and story.

## Gravity tako

This tako attracts everything except the player when using its power. This is close to the cursor in terms of effect, but more limited. However, since it interacts with non-draggable objects and can go through orange barriers, it can find many uses.

# Puzzles

Some puzzles that are or could be added to the game.

Puzzles that are not yet added are in yellow.

## Tutorial

The tutorial should teach:

* Jumping
* Dragging objects
* Resetting
* Using tako
* Calling tako
* The limit physics (or lack thereof).

## Gravity tako puzzles

* Pull non-draggable that cannot be pushed
* Pull non-draggable towards ceiling to activate a trigger.
* Pull two objects together