Platypus in Space

Platformer

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High Concept

Lt. Gunn has just landed on the abandoned space station, and must make his way up to the main part of the station through gravity based platforming, all the while dodging dangerous hazards.

Target Audience

Easy to access controls and basic platforming makes this game playable by all ages.

Target Platform

This game will be targeted at the Windows OS.

ESRB Rating

T for Teen, all ages 13 and up. Some aspects of violence involved.

Background Info

Lt. Gunn has just crashed landed on a seemingly abandoned space station. He learns quite quickly that the impact of his crash has triggered a chain reaction causing the station’s engine core to malfunction. He must make his way to the engine room first, then He may begin searching for parts to fix His ship.

Object/Goal

The player must platform their way to the main section of the space station, through a hazardous, gravity influenced, section of the station.

Gameplay

Gameplay is much like other platformers, but we have added a gravity changing mechanic allowing the player to interact with the environment in new ways every time they change the gravity. (Gravity changing has limited uses.)

Controls

A: Move left.

D: Move right.

S: Drop through platforms.

Q: Change gravity.

E: Interact with environment.

Space: Jump.

Art Specification

Science fiction, futuristic, but worn down. Mostly blocks and tile sets.

Audio Specification

Low tempo sci-fi setting, with lots of synths and a general space feel.

Technology

Unity 5.1.2f1 for the core of the game, Aseprite for the art, and Sony Acid Pro 7 for the audio.

Marketing

This game has the potential to succeed, as it is a new platforming engine, and has a few new mechanics when compared to other standard platformers, such as changing the gravity levels at will.

However some of the top performers may still outshine this game. Games such as Mario, and Super Meat Boy will have some more polish, and be a bit more refined in general.

Team

Zachary Minarik: 2 years of C++ and, 1+ year of game maker experience.

Risk Analysis

Only one person working on this part of the project, also time constraints can lead to inability to complete the project.

Summary

Join in on the fun helping Lt. Gunn jump his way through a perilous gravity changing adventure through the lower portions of the space station he has crashed on.igh