Optional Theme: Electric

Mandatory Limitation: On a timer

Theme Interpretation Ideas:

* Thunder / Lightning
* Actual Electricity (like machinery)

Limitation Interpretation Ideas:

* Literal – The player walks on a literal timer.
* The player is timed and must do something within that time.
* The player is repeatedly trying to get a shorter and shorter time.
* The player must do something within a limited amount of “turns”.

Mechanic Ideas:

* The player is fuelled by **electricity**. An over **time** they lose more and more power.
* The player has **electricity** themed attacks.

Software:

* Unity
* Aseprite

[A blue square with black border

Description automatically generated with medium confidence](https://lospec.com/palette-list/cryptic-ocean)Concept 1:

A pixelated video game

Description automatically generatedI found a pallet off of Lospec, I then adapted it to use orange rather than green. My idea is to have a post-apocalyptic world, where the robot (the player), is searching for **electricity** before he runs out of **time**. The robot is very much **on a timer** before he runs out of power.

The game will be time-based, where the player will have to search a side-scroller world, for energy. I plan to put time into VFX, for rain and dust storms to set the mood of a desperate robot.

Each bit of power will also function as a checkpoint, where the player will have to continue from there.

The player will come across humans, who they will have to fight to survive, the design of the humans will be grim and sad, indicating their surroundings. The robot will have a simple charge up laser attack from their eyes.

Additional Notes:

* The player bounces slightly when landing, indicating air in the tire.
* Spark VFXs will come from the battery.
* The eyes during the laser attack will slowly transition between blue and red, hopefully giving a nice delayed attack.

Inspiration:

* 400 Years by Scriptwelder

Concept 2:

After further thought, the previous idea is too out of scope. Instead, my game will be a simple platformer, where the player will have to traverse 5 levels using simple platforming, as well as killing enemies. Shooting will use energy, which the player doesn’t have too much of.

Why:

* Portfolio doesn’t have a platformer yet
* Simple level structure fits the time frame
* Part of the idea can still be used, just smaller scope