Layer Up

Game Summary

2d platformer, you have 2 minutes to complete the game.

Each time you complete a level, it resets to the beginning of the same level, but a layer of the game is removed.

Each layer is one closer to a star or princess or bowl of noodles and removing the last one will give you access to it and complete the game. "You got the noodles before they become cold".

Feelings

Want to invoke fast paced speed running feeling.

This will be a Windowed Desktop Game.

Core Mechanics:

1. Player Movement – Running, Jumping
2. Completing Levels – By getting to a thing that restarts the level, but a layer is removed.
3. (Final Collectable) – To finish game.
   a. Thinking could be shop closing time.
   b. Or escape paradox.
   c. Portal home.
4. Timer – To get to the end goal before timer runs out.

Game Play

You start the game and there is a relatively easy platformer with an obvious goal (maybe like an egg timer).

You jump the obstacles to get to it and then you get warped to the beginning, but one layer is removed, and you need to do it again but this time platforms are removed and thus the game gets harder, and mistakes will cost your time more.

If unable to complete it will say "you were unable to save the noodles (or whatever final item is)".

If you win it will save your time in the main menu as the time to beat.

Music:

Sound Effects – Mainly the player built in ones.

Music – Some fast paced or speed running music to create a fast-paced flow feeling.

Art Style:

This will be a simple platformer art as a full controller has been built in with it.

I am open to changing this, but it does fit the theme of cute easy platformer. Potentially thinking of changing the theme to more of an old arcade game 2d character.
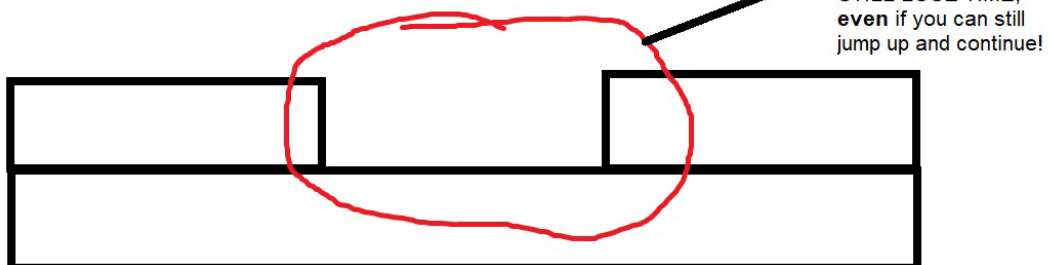

Visualization

Imagine landing a certain timed jump so you can go one layer than you did last run.

On screen there is a timer the player and the level and the current layer number.
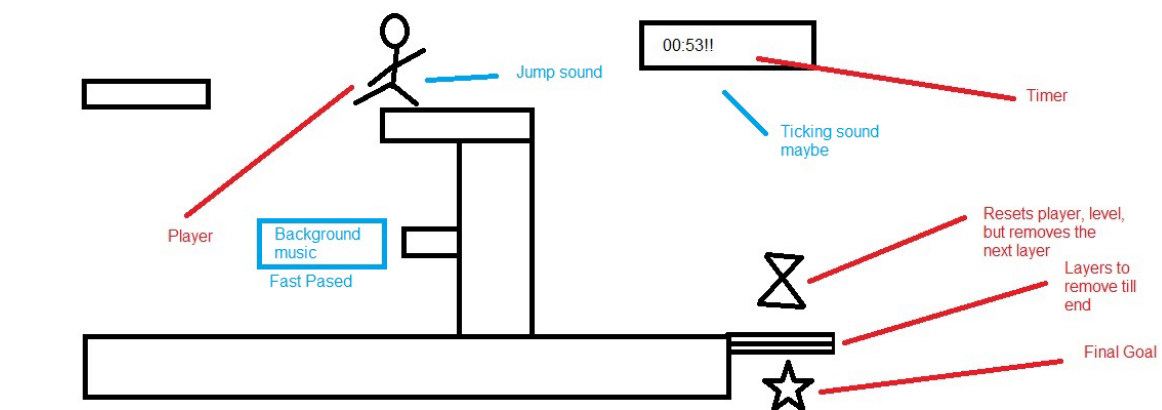
Implementation

Player – All main controls and function in a unity asset pack

Level – Will be using asset pack level design and have different objects on different layers to remove them each time

Music – CC Speed Run Dream Music.

Timer – String Time format will be using a similar timer to one in trials, code in Brisk Body. The art style will follow suite or change over later if a better style becomes available.
(This might be changed to a ticking down clock.)

Player Sound Effects – Built in in asset.

Timer Sound Effects – Look online but have a feeling might only need for last 10 seconds. Imagining Tony Hawk timer sound which only plays in the last 10 seconds.

Level Goal – Would use a death code in current asset and remove a layer from the game before they respawn. Would include maybe cracking sound effect.

Final Goal – Would pause game and play animation of player saving it with a victory animation. Play a final message like "You complete the game in 1:58 second! New High score" Then fade to main menu with guy eating noodles.

When you run out of time or finish the game will save best layer got to or time completed.

Coding Issues

Mainly design issues.

Worried platforms will look out of place at first if they are different coloured.

Designing the level with sprite editor.

Saving best time and high score might be an issue.

If I want players to be able to pay to increase speed, jump height, pausing time at the beginning of the game to get a few extra seconds, how to approach that and ensure these gems aren't reset each time, or if they are balancing them by making later one's worth more, or layer reached = points gained.
If doing items to buy, might not show visuals.

Scale

- 10 Layers to remove.
- 1 high score.
- 2 Menu Screens (beaten before or not).

Challenges

1. Making the levels seem fun and interesting.
2. Make the player keep progressing and getting further each run.
3. Creating a fun design from the get-go.
4. Getting people to playtest.
5. Time planning.
6. Level creation, need sprite sheet.

Time Check

To approach this, I will break it down.

Try and get a final loop (menu to finish). THEN Add one layer to remove (thus 1 level and final level).

See if it is fun and if not go from there.

Reality Check

This will be a fun game as platforming in general is fun and the concept allows the player to visibly see his progress.

Target Audience

Friends who have not much time to complete an iteration.

1 minute is the time a person often has free.

This will be casually played at a computer in a short amount of time.