

GDD: EQUINOX

Keoni Lanoza

SUMMARY

ELEVATOR PITCH

During the spring or autumnal equinox, when days and nights are of equal length, those of the Celestial Bloodline must use their dimensional jumping abilities to go on a pilgrimage. This pilgrimage concludes with an offering at the Altar of Stars, which is said to secure the universe from the wrath of the Gods. Equinox is a platformer game in which you, the player, play as one of the Celestial Bloodline, going on such a pilgrimage and using your magical ability to shift between realms to help you along the way.

DESCRIPTION

Equinox will be a platformer game that runs and plays similar to the platformer game called Celeste. Players will be able to traverse between two realms at will, the realm of the Sun, which is the default realm, and the realm of the Moon. Each of these realms will have their own perks which will help players get through certain scenarios. For example, the realm of the Sun, being hot, will have a burnt down tree which won't be burnt in the realm of the Moon. On the other hand, in the realm of the Moon, which is colder, a lake will be frozen over which could allow players to cross, but in the realm of the Sun, it won't be frozen. Additionally, an ice cube will act as a barrier in the realm of the Moon but it will be melted away in the realm of the Sun. In terms of art direction, Equinox will attempt to be similar to the art styles of Celeste, and to some extent, the aesthetics of Hollow Knight and Ori and the Blind Forest. Finally, in terms of utilities, this game will feature a start menu as well as a pause menu.

- Engine: Unity
- Platform: PC
- Art Style: 2D

FEATURES

- UI
 - Main menu
 - Pause menu
 - "For fun" point system based around collecting roses.
- Environment
 - Background Scrolling.
 - Environment and background changing based on the realm.
 - Death when a player touches deep water, spikes, a mage's spell, or an enemy.
- Player
 - Run

- Jump
- Dimensional Teleportation(Player will be moved to another area for this to happen)
- Pause
- Fully animated
- Enemies
 - Mage enemies in the day realm, ghost enemies in the night realm.
 - Ghost enemies will float back and forth.
 - Mage enemies will be immobile and shoot a fireball.

RESOURCES

ART

- Player sprite with walking, running, jumping, and teleporting animations. This sprite will look like a mage.
- One transparent ghost sprite that will be an enemy with floating and moving animations.
- One other mage or cultist sprite that will also be an enemy with a casting animation.
- A firefly sprite with glowing and flying animations.
- A butterfly sprite with a flying animation.
- A rabbit sprite with a hopping animation.
- A magical rose sprite with a glowing animation.
- For the interactive environment which the player will stand on, there will be a tileset with grass, dirt, water, ice, and spikes.
- For the props, there will be a tileset with flowers, trees, mushrooms, stumps, logs, garden benches, and rocks.
- For the background environment in the day realm, there will be a tileset with the sun, clouds, a bright blue sky, and hills.
- For the background environment in the night realm, there will be a tileset with the moon, stars, and clouds. The general colors of the sky will be purple. There will also be hills but in a nighttime hue(dark) in this tileset.

SOUND

- A sound for the player running.
- A sound for the player running on ice.
- A sound for the player running on water.
- A sound for the player jumping.
- A sound for the player teleporting.
- A sound for the ghost enemy floating.
- A sound for the enemy mage to cast a spell.
- A magical sound that the magical rose will make when it is collected.
- A game over sound.
- A pause sound.

- A song for the day realm, it shouldn't sound too calm but it shouldn't sound like a boss fight either.
- A song for the night realm, it should sound calmer.