The Wimpies Unite

In this cruel world, in a dungeon. Dungeon mobs: Bat, Plant and Slime, too tired to be a mob in a dungeon. You are the guiding spirit wandering in the dungeon, having pity for the wimpy gang, so you decide to guide them by controlling them.

Help a blind bat, a noisy plant-in-a-pot and an airhead slime escape this cruel dungeon!

For the Brackeys Game Jam 2021.1 with the theme of "Stronger Together"

Introduction for the characters:



Bat: You know, a bat. Its eyesight is too bad to see things, but it could see rhythm of sound. But hey! At least it can move itself. It needs the wide-ranging vision of plant to move without flaw.



Noisy Plant-in-a-pot: No ordinary plant could make a sound and have eyes. It could see, but sadly it could not move. It needs the Bat’s help to move! Also, it can make a sound, which calls slime from everywhere!



Slime: The brainless jelly-like being, plant’s pet. Possessing no sign of intelligence. Not even you, the almighty spirit could control it. It only reacts to sound and it will go “STRAIGHT” to it (At least it tries to because the game is tile-based).

*Controls*

WASD / Arrow Keys - When in bat's perspective, move the Bat

Space - Swap the character's perspective between bat and plant

Left Shift - When in plant's perspective, call the slime

R - Restart the Stage

Gameplay

* The goal: Help the wimpy gang reach their goal!



BAT PLANT SLIME



* Water: Character drown. If you push the block down, the block will become floor



* Lava: yeah, a lava, everything go down in there will be melted miserably, even a flying bat, lmao.



* Wall: Just a wall



* Button: Use to operate alarm, conveyer belt, and gate

 KEY

* Door: need a key to open



* Gate: Heavy Metal Door, use button to open/close



* Alarm: Emitting sound, also called slime. The slime will react to plant sound first if both are emitting sound.



* Conveyor Belt: move everything on belt in the marked direction

 Clock

* Rising Floor: Below it is the pitfall trap, the floor will open in the certain time. Given that the dungeon is high-tech enough to own a clock.

 Floor

* Movable block: a magic block condensed with earth magic. Pour water into it to create floor!

Created by the “Zombie Siege” Team, Including:

kirkpig

ojadeo

Mekkathon

NatapongS

Tonnaminotheus

Sourkung36 (No github)