Level design ideas (20/20):

-During tutorial level, have button prompts fade out and expand when pressed for the first time. The tutorial level should teach the player how to float by having the ground break out from underneath him at the beginning, and he has to quickly maneuver out of the way of some spikes if he wants to live. Then, he learns how to jump, and then how to avoid enemies.

-Make rotating cross-shaped things

-Level with reverse gravity?

-Springs that shoot the mancopter way up, and spikes on the ceiling that will harm you if you accidentally jump into them (meaning you have to avoid the springs) (there are some moving platforms that have spikes

-Lasers that focus on you before shooting you, letting you know their intended path (kill all the mancopters from the previous level)

-Have to hit switches to open doors, but doors slowly close on you. At certain points, you have to “unblock” a door with another door that’s in the way, and then block a defective door that moves forward too fast with a normal door

-Level where you go to the moon, and hit the moon in the eye, and then fight the moon in a boss battle while hopping on top of asteroids (the final level of the game? The moon is the villain itself)

-Space invaders level in which you have to activate some sort of complex mechanism to defeat the aliens (maybe just jump to activate a block that shoots a projectile), and every time you defeat the aliens, the floor underneath you breaks away, and the basement beneath you becomes smaller (you have to climb up an increasingly larger basement every time

-Sand with falling platforms

-Expanding balls that kill you, and then everything is reversed, and the balls are the only part that don’t hurt you

-Quiz level, where if you’re not able to complete the quiz, you fight a boss

-Fish that appears on top of the screen, and eats defeated enemies, and will eat you if you don’t feed it enough – but when you defeat an enemy, you have to be careful that you don’t let it fall into a bottomless pit

-Level in which you’re walking on top of words, and they move depending on what they say

-Birds that you hatch and follow you around

-level where the entirety of the level is flashing a will kill you if is does, but you can block its attack by jumping inside of strategically placed defensive shields that will disappear once they’ve been shot once

-Level where every space you were just in explodes, so you have to be constantly on the move

-level where everything is brambles and there are not platforms, but you are able to jump infinitely – but your jump recharges overtime, cannot be used immediately

-level with saw blades that scour the entire level

-Level that is slowly descending into darkness, and you have to hit lights in order to see what’s going on (but you remain visible)

-Level where cats chuck bombs at you (thrown in parabolic shape), and all crumbling platforms

-Level where platforms phase in and out of existence (varies between blue, yellow, and red platforms, and blue, yellow, and red enemies (That can’t be killed) too)

-level where your character has to pound down on switches, and push enemies onto switches, in order to open doors (might have to move multiples blocks into place in order to get enemy to fall in place; the enemy can only be pushed forward by throwing mans, not held

-Level where you have to maintain your wifi signal, done by placing wifi routers throughout a level; the first router creates a bubble in which you operate, the second only activates when you place it within range of the first, and it creates its own range bubble, and so on (there’s a wifi range bubble in the corner of the screen that indicates how much wifi you currently have; it increases or decreases depending on how far you are from a wifi router (you can’t actually see the wifi waves

-Level with enemies that create hazardous terrain with their attacks

-Level with a bunch of other mancopters that are training to be as good as you, and are leaping into the air, and descending downwards slowly, you jump off of them as platforms

-Level where you’re trying to get inside the rocket before it takes off; starts with a gauntlet where a ton of enemies attack you, and then ends in a bunch of springs up to the hatch (the moon level is after this)

(“what’s he saying?”)

(“I don’t know, I think he forgot that there’s no sound in space”)

Story/Level Order:

1. The Moon starts expelling moon dust and debris on the earth as punishment for humans not taking care of it, the main character and his buddies get together and make a mancopter/Tutorial level with fading out button prompts
2. The crew decide to leave their home in Montreal, Canada and head to a doomsday bunker that supposedly exists in Washington D.C. They are tepid about the prospect of fighting the moon’s enemies…/Level where you fight cat-chucking bombs on crumbling platforms
3. The crew enters the United States, and comment about how they knew things were a little more hostile following the election, but didn’t think it was this bad!/Level where saw blades scour the entire level
4. The enemies are getting more vicious, it would seem as if they’re getting ready to sterilize every last inch of the earth!/Level where enemies create hazardous terrain with their attacks
5. They boys enter Springtown, new Jersey, where they learn that the town was built out of trying to make the world record for the most springs per surface area, but they have become hazardous following the release over several sufferfish enemies/Springs that shoot the mancopter way up and spikes (pufferfish enemies) on the ceiling
6. The residents of Springtown, new Jersey, are shocked by their bravery, and ask that the learn to be Mancopters like them. The mancopters agree, and decide to demonstrate their power opening up the local winery/Switches that open doors that slowly close
7. All the mancopters of Sprintown train together in a warehouse/Level with a bunch of mancopters that are training to be as good as you
8. The original mans declare that this has been the residents’ destiny all along, to be mancopters to oppose the moon. The Moon reveals that it has been preparing a special enemy that can track down mancopters, a laser enemy, he sends them down, and they start blasting mans/Lasers that focus on you before shooting you
9. After exiting the building in which everyone gets defeated, its quite dark outside now; you wander through the darkness, uncertain what is next/Level that is slowly descending into darkness
10. The mans wander through the darkness, uncertain of what is going on, until suddenly - /Quiz level that ends in a boss if you get the quiz wrong
11. During the boss’ quiz show, it reveals that they are standing on Washington DC, and that it got leveled to the ground, there are no survivors. After the boss’ defeat, the mans realize that they need to stop the threat directly, and that means going to the Kennedy space center in Florida and going directly to the moon/Pushing down on switches level
12. The moon realizes that the mans are going to come after him directly, decides to start readying an ultimate weapon. In the mean time, is certain that his enemies Will stop them. On earth, enemies appear to have mutated to fade in and out of existence/Blocks and enemies that fade in and out of existencce
13. The mans come across a wild forest, it would appear that miniscule seeds dropped by the moon have begun to sprout into dangerous, giant plants, it must be stopped!/Level with all brambles
14. The mans see floating balls, and wonder what they are. One of them remarks does it even matter? We’re in Florida now, after all…these balls, whatever they are prove it/Expanding balls that kill you, and then level is reversed
15. All of a sudden, a “Wifi-signal lost screen comes up. The mans realize that they need to keep connecting to Wifi if they want to survive./Wifi signal level
16. At the end of the previous level, an enemy accidentally crushes the Wifi router, and things become fucked up. The boys end up underwater, and a talking fish suddenly appearing calling itself Ally, and asks for food/Fish pet level
17. After getting rid of Ally, the mans enter a bakery. Suddenly, space invaders enter the bakery, claiming that they want to harvest earth for its delicious baked goods. The mans use the cream bag things to defeat the space invaders, if they fail, it plays a silly version of the space invaders game over theme/Space Invaders level
18. Moon has been having difficulty keeping track of the mans, apparently they’ve been having wifi troubles (how clever of them!). Decides to finally lay the smackdown and obliterate them with his ultimate weapon, the moon beam. The boys have managed to re-enter reality, but notice that there are small bubble of Wi-Fi interference, if they can jump into them, they’ll be temporary protected/Level where everything is flashing, must jump into temporary bubbles to avoid damage
19. The boys finally arrive at Kennedy Space ccenter (“well, that was all really weird,” “Hey, it is Florida”). They manage to activate the rocket’s controls, and start the count down/Level where you have to quickly ascend to the rocketship
20. The boys end up crashing into the moon’s eye. AApparently, since letting off so much debris, the moon has significantly shrunk. The boys wonder if this is because they developer needed to make the final boss realistic. They beat the moon, and save the day, they fall to earth, and their landing it cushioned by the fish from earlier. They overlook the sky, now filled with shrapnel of the moon/Fight with the Moon

(Note: on the level select screen, it should indicate the mans’ current location with a simple map)

New, downsized Story/Level Order:

1. The Moon starts expelling moon dust and debris on the earth as punishment for humans not taking care of it, the main character and his buddies get together and make a mancopter. **The player must traverse through a tutorial level with fading out button prompts.**
2. The crew decide to leave their home in Montreal, Canada and head to a doomsday bunker that supposedly exists in Washington D.C. **The Player must avoid bomb-chucking cats and crumbling platforms.**
3. The crew enters the United States, and comment about how they knew things were a little more hostile following the election, but didn’t think it was this bad! **The player must avoid fixed and triggerable saw blades scour the entire level. The player obtains the double jump in this level.**
4. The mans enter Springtown, new Jersey, where they learn that the town was built out of trying to make the world record for the most springs per surface area, but has become hazardous following the moon’s assault on the earth. **The Player must avoid floating pufferfish enemies while jumping on springs.**
5. The residents of Springtown reveal that Washington D.C. has been razed to the ground. The moon is made aware of the mans’ actions, and decides to send enemies that shoot lasers to destroy the mancopters and Springtown. **The player must avoid enemies that focus their lasers on the player before shooting them, while jumping on top of Springtown residents that are trying to be mancopters. The player obtains the ground pound in this level.**
6. The mans travel on in the darkness, dejected, until them come across enemies that appear to be trying to poison the earth. **The player must circumvent these dangerous enemies while hitting lights to illuminate the path ahead of them.**
7. The mans decide to go to Kennedy Space center to directly face the moon. They go to sleep. They are awoken by a hungry, talking fish that calls itself Allie that demands food from them. **The player must circumvent a level in which they must use defeat enemies on a regular basis in order to prevent Ally from eating them. The player obtains the throw in this level.**
8. The mans arrive at a beach in Florida. The moon decides to finally lay the smackdown and obliterate the mans his ultimate weapon, the moon beam. The mans notice that giant beach umbrellas are able to nullify the moonbeam once. **The player must avoid a level in which a laser that takes up all of the screen fires every 20 seconds, by either touching or throwing their mans at beach umbrellas.**
9. The boys finally arrive at Kennedy Space center (“well, that was all really weird,” “Hey, it is Florida”). They manage to activate the rocket’s controls, which begins a countdown to launch. **The player must first fight their way through a gauntlet of enemies, before making their way up to the rocket (which, by the end, will consist of them jumping on pufferfish with springs on them) while a countdown timer advances.**
10. The boys end up crashing into the moon’s eye. Apparently, since letting off so much debris, the moon has significantly shrunk. The mans, wonder if this is because the developer needed to make the final boss realistic. They fight, and then beat the moon, saving the day. They fall to earth, and their landing it cushioned by the fish from earlier. They overlook the sky, now filled with shrapnel of the moon. **The mans fight the moon using all the moves in their arsenal.**

**Note: the rapid spin attack will not be in the final product.**

**July 20:**

-My current project is too ambitious - “know your limits”

-Want to reuse the assets from this project, create some sort of puzzle-platformer, but only a few enemies

-Something like downwell, where assets are reused over and over

-Maybe the whole “hook” to the game is that enemies are only vulnerable while you’re in air/something is only available while you’re in the air?

-Maybe there is lava on the bottom of the screen, and you need to make sure that you don’t touch the lava

-So, you’re in a single room (a dungeon), and the floor gradually crumbles to reveal lava

-You earn more points if you spend more time on the ground

-Platforms fade in and out from the ground, but the lava bubbles slightly before they appear

-The enemies still appear, in latter stages

-The game maybe has 8 stages total, each of which is 100 seconds long

-There are bonus blocks, which boost your score multiplier slightly

-And then there’s an endless mode, which lasts indefinitely

-There are bonus items that’ll appear in the air, that multiply your score

-Normal score: 10 points per second on a

-You have access to the double jump the first time you play through a stage, and then the second time around, you can disable it for a score multiplier (or maybe you halve your score if you use the double-jump?)

-Stage ideas:

-Blocks fade in and out normally

-there’s a column of fire in the center of the stage that sporadically spurts fire

-there are pufferfish that float above that injure the player if they touch them

-There’s a terrain corruptor up above that creates a gas that kills the player, that it tosses from side to side

-There are bomb chuckers that will occasionally rise from the lava

-spikes will appear on certain platforms, and a button will appear on a random part of the wall in the room; you need to strike the button for it to disappear

-lasers that criss-cross the room, that will briefly flash before trying to hurt the player

-Blocks that explode shortly after touching them

-And endless mode, which incorporates all of the above

How score multiplication will work:

-Seconds on the ground\*10\*0.6 (if double jump is active) \* 1.2 \* 1.2 \* 1.2 (if you get one of the three items in the air)

-Bonus platforms will always appear during a stage twice at different, random times, and will give a fixed point bonus in addition to what they give by standing on them (200 points)