

Game overview

Working title

Swing

Concept

Overview

- Genre: Arcade / platformer
- Target audience: Age 15-40, male/female
- Monetization: None
- Platforms: Windows 10/11, Android, web (WebGL)

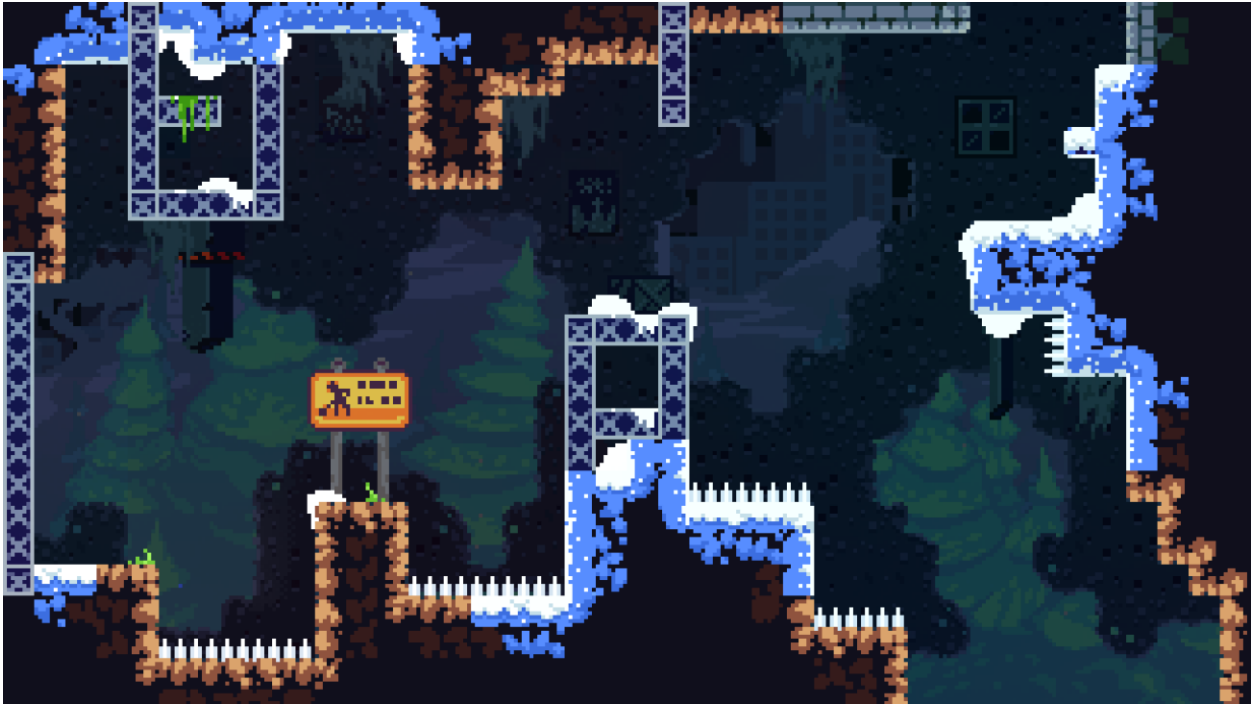
Theme and setting

Swing is a 2D physics-based platformer with only two inputs - one for interaction with obstacles, the other for enemies (which needs to recharge after every use – the shield only works for a portion of a second). The player blocks enemy shots and uses environment elements to get to the end of the level. The only tools available to the player are rope, which is used to interact with environment, and a shield. The objective of the game is to climb a mountain – which means completing all levels.

Game setting

Locations

1. The cave - dark setting (screenshot for reference)



2. The mountain - lighter setting, some greenery



Story

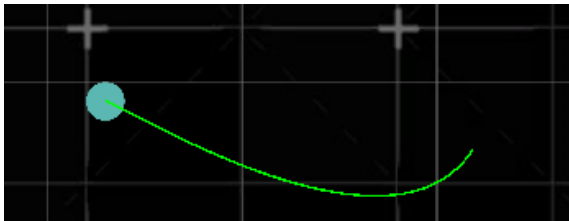
While minding her own business, Chloe trips and falls into The Cave. Her only option is to climb out of the cave. She tries and finally succeeds. When she's out of the cave, she realizes that it was somewhat fun. She exits next to the mountain, which she decides to climb, now that she already has experience with getting out of the cave. The game ends when she reaches the summit.

Gameplay

There are two actions available (left/right screen touch, two keys, ...). One is to grab the nearest interactable, the other one is to parry enemies

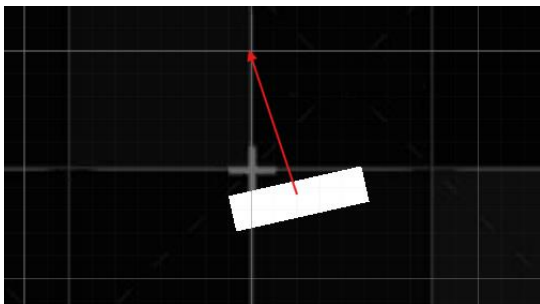
Interactables

Swinger



The character attaches to the swinger with a rope. The swinger starts moving along its path, accelerating the player. The character can detach at any point they want

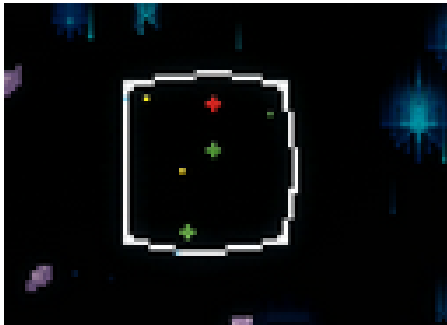
Jump pad



The character pulls itself to the Jump Pad with a rope. When character touches the jump pad, it launches it in the direction of the Jump Pad, preserving player's speed

Static objects

Gravity Block



When the player enters the Gravity Block, they accelerate and keep the direction of motion until they leave the Gravity Block. If they slam into a wall after exiting the Gravity Block, they die

Spikes/Lava



When you touch them, you die.

Icy floor



The player slides on it, retaining almost all speed.

Bouncy floor



The player bounces from it, flipping direction.

Enemies

Monster



Shoots at the player. It's driven by a simple state machine to decide when to shoot. It takes its time to aim, giving visual cue on the timing on the shot. Shots can be blocked using a shield. If the player touches it, it will die. Shots are shot at the place, where it predicts player would be after the shot travelled there.

Monster Boss



Same as normal monster, but at the end of the game. It must be touched 3 times before dying.

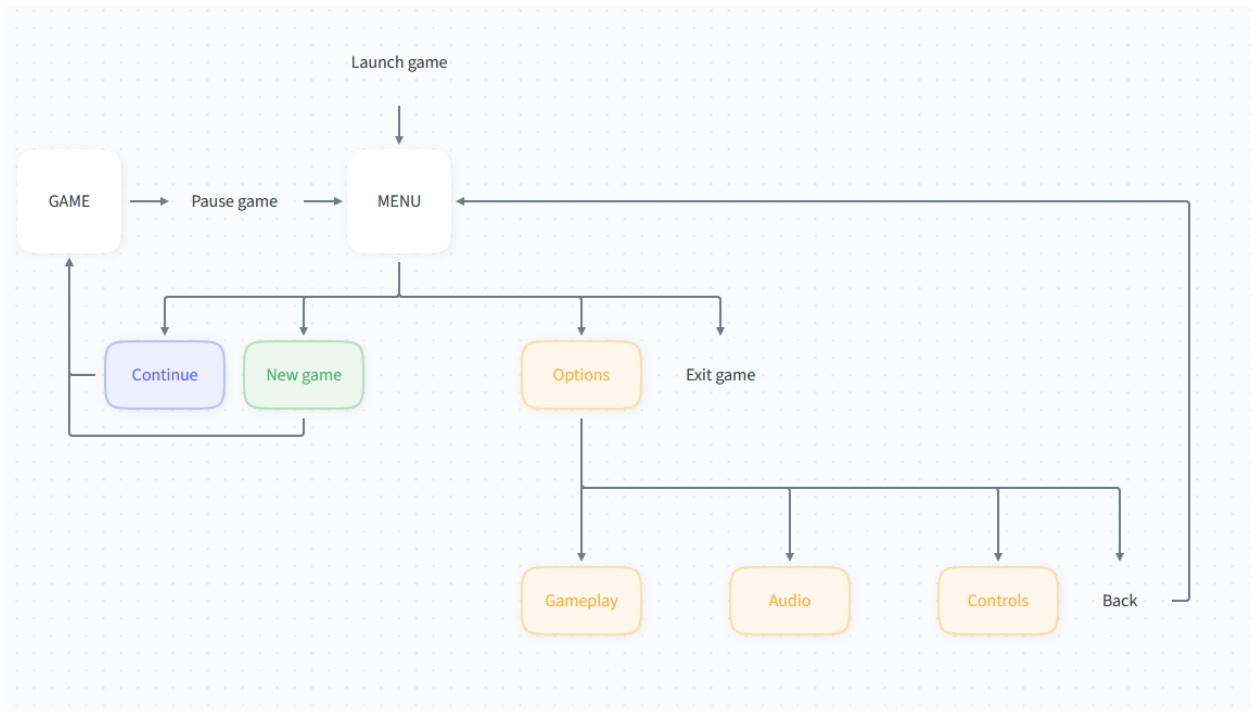
Race mode

The game also features 'Race Mode' (local multiplayer), in which two players share the same screen and race each other.

Online multiplayer

Online multiplayer is indirect – players can save their score (level completion time) to an online, global leaderboard.

Game flow

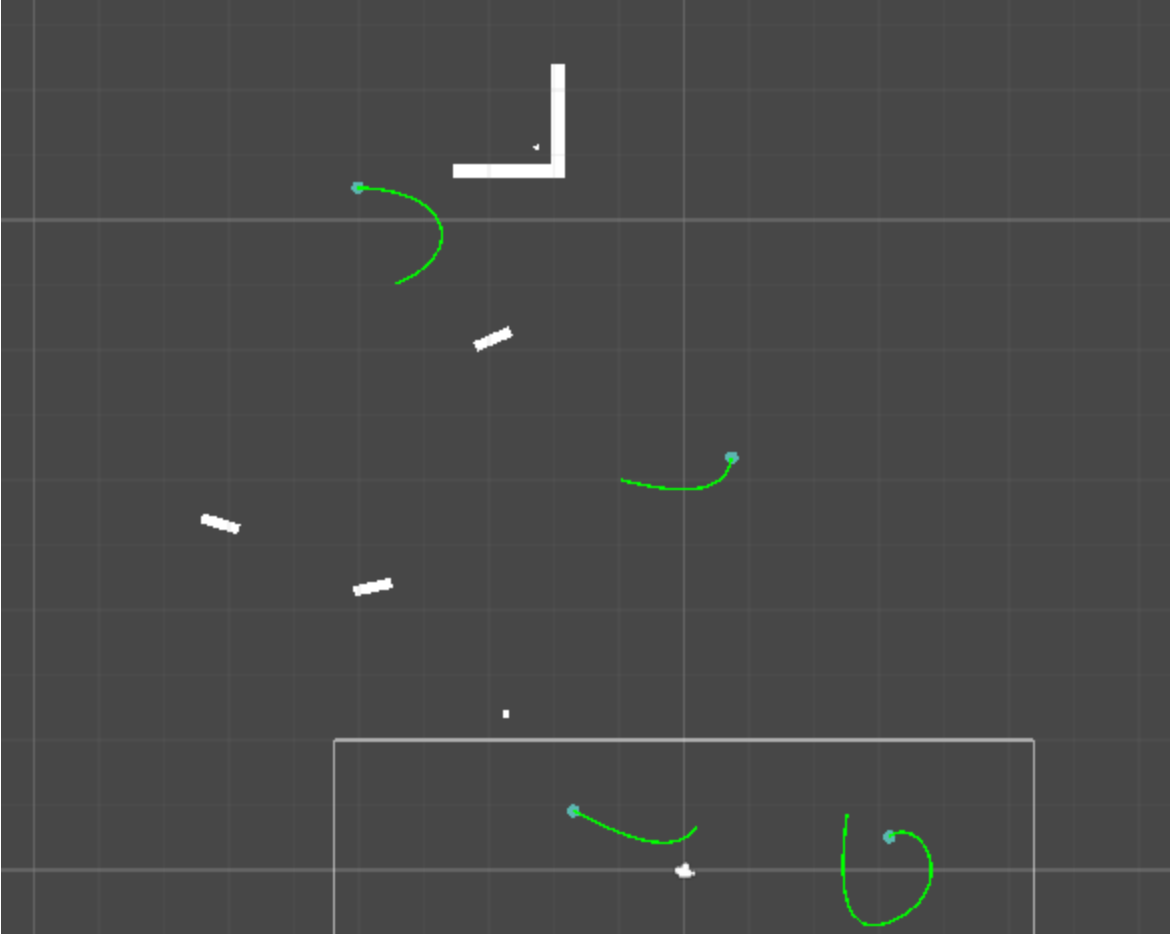


Levels

There are 10 levels in total. Each level can be arbitrarily big, but there are no checkpoints – if you die, you have to repeat the whole level.

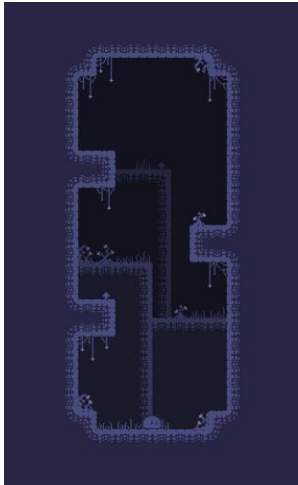
- Levels 1-5 are in the cave
- Levels 6-10 are on the mountain
- Level 1, 2 and 3 introduce basic mechanics, Swinger, Jump Pads and Gravity Block
- Enemies start appearing from the level 6
- Levels increase in difficulty
- The objective of each level is to reach a flag
- Player starts on a block that disappears on first action, letting player swing freely

Example level

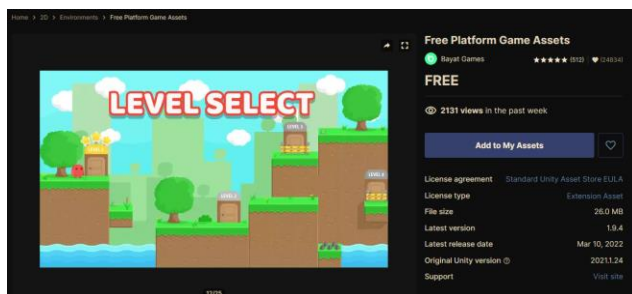


Assets

<https://odiurd.itch.io/tileset>



<https://assetstore.unity.com/packages/2d/environments/free-platform-game-assets-85838?srltid=AfmBOoreuE4vbShm6JaLgWQ6fKzhROYiOGEMhAUjAPGzByLC49UUhSc>



Plus, self-made assets and other, found on the Internet.