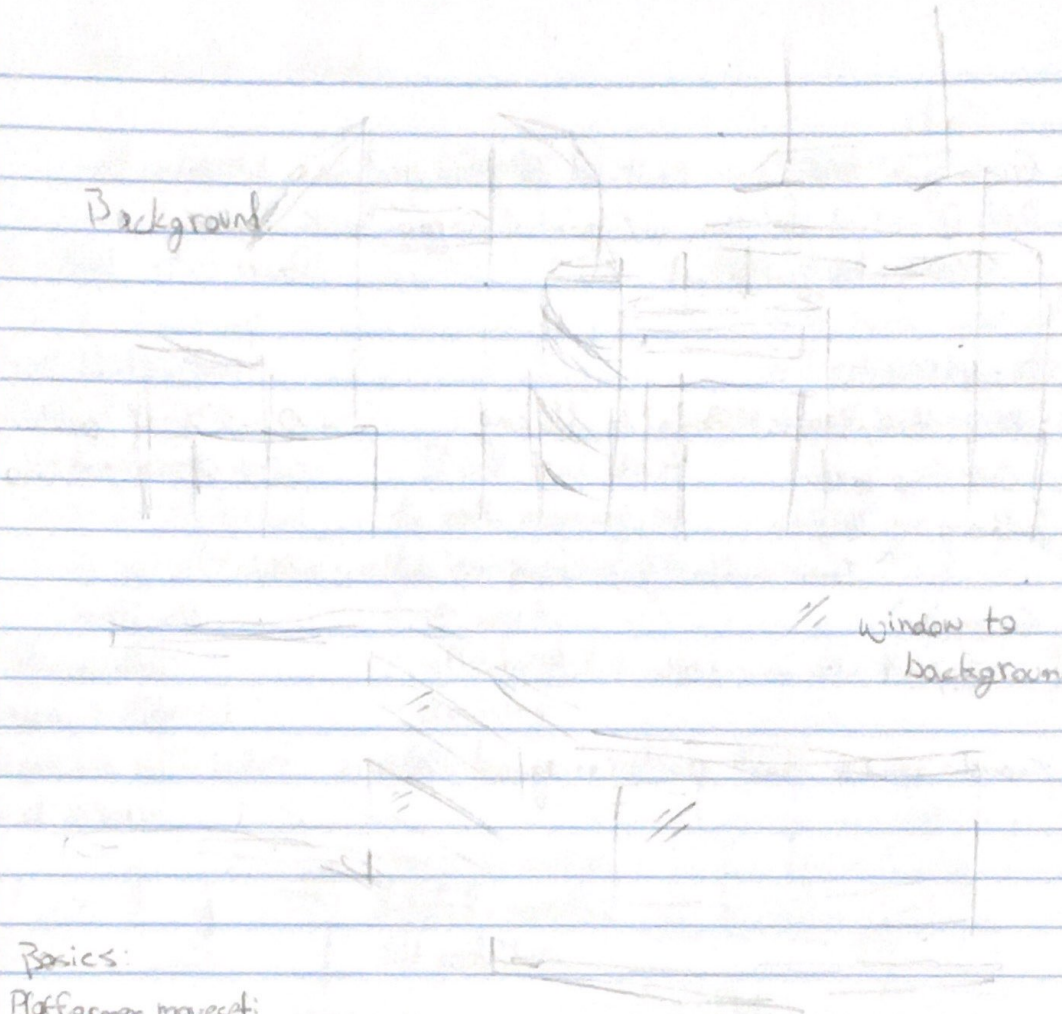


Background



// window to background

Basics:

Platformer moveset:

←↑↓→ Jump

Path building

Tutorial:

Basic platformer:

Jump over trap

collectible

Second jump point

is too big - instruct on platform

building

crouch

Additional:

sliding

Aspect of resource

management:

- finite "paths"

- undo to delete three/two

previous paths

- Hard mode - no undo / bigger limit

Biggest question:

- should platforms be limited?

- Much tighter/easier to control the player

- limits them heavily

- Though this is a puzzle solver

What is a path?

- A solidified energy beam

- You have an energy bar

- that is consumed when

creating paths

- Initial core aspects

- Theme of a tightly defined world

- Path building is a freedom sort

Players use this to land on places

- Destruction doesn't

Potential pass through?

I think it's a good idea

- Much more rewarding for players in a way

Cont.

- Energy gun that whose limit of pathfinding creation is the energy bar
- Point Potential deletion w/ partial energy back or none
- Game play potential
 - Power meter to shoot the beam?
 - you can't see it till you shoot it
 - make stuff det harder.

Puzzle sets

- Block deadly beams / Projectile blocking
- Crossing gaps
- Changing Heights
- Quick burst pathing
- Double click pathing

Insert hidden gaps/areas to explore within

- Enemies?

- Contact with your path kills them.

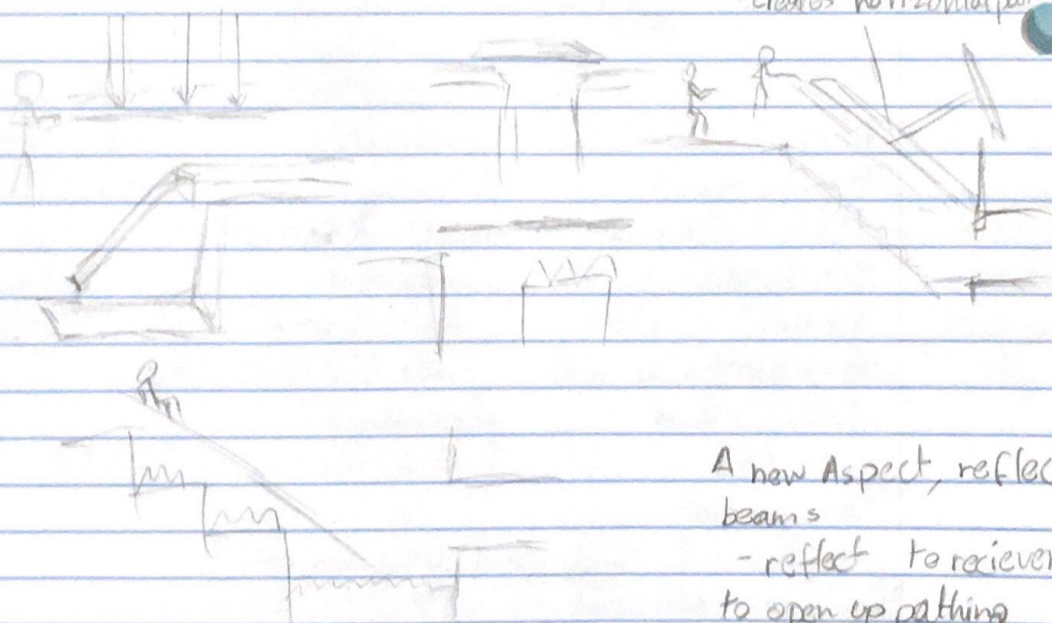
- crouch under built platform against beams

New item:

"Path bombs"

either present objects
or throwable types

- creates horizontal path



A new Aspect, reflect beams

- reflect to receivers to open up pathing

Always shoot at gun?

- Some more positional pathing < too easy?



Two specific methods

Structured

Similar

Free-form

How?

One are to another

Does structured

mean forcing where
paths can be developed
or more controlled spaces?

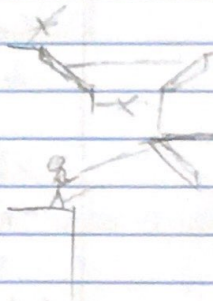
My god:

have a "preset"
paths with buttons

- It isn't much about
the path anymore, but
the "energy" and how
it can work

- reflections
- blocking
- pathing

- Positional pathing
- with such specificities
will an energy meter work?
- How to not make things easy?



- Say paths can't be
deleted if possible
but good idea?

Designs that incorporate
previous elements but also
put a twist on them
- show them something
similar but not quite...



Have a "catch"
Assumption based
on previous experience

Play Posting.

Aesthetic

- Cyber punk/Future Dystopia type?
- Neon signs
- Tall-towering skyscrapers (maybe the building as an homage)

Starting Theme

- Factory-esque with windows to show the background
- Inspiration chemical factory
- Escape into the main street for a brief?
- Back alley and end
- Split into 4 "chambers"
for intro, chemical differentials,
departments, diff mechanics

Middle theme

- rooftop, building scaling

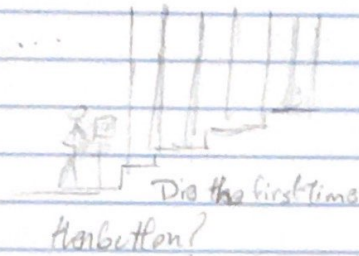
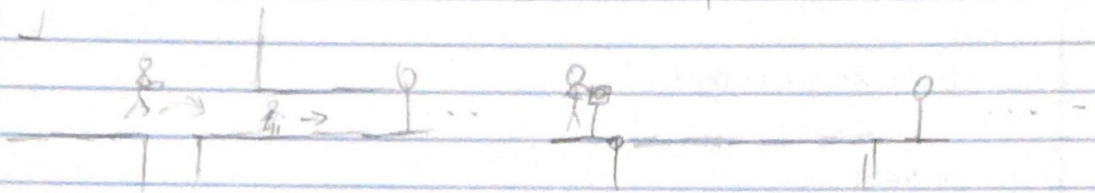
Last theme

- The main facility
- Big empty spaces
- Devoid
- Sort of abandoned/sinister vibes.

Bases of level

No gun from start

- Interact with buttons to "build paths"



Die the first time
the button?

Balancing introductions of possible mechanics

I feel like lasers should be an exploratory field
for the player instead of a defined thing

- Bounce all lasers or not

- Different ones to different receptacles

Paths that are created by the system don't have certain properties

1 - can't bounce, finite range?, is retractable?

- Allow pass through X