

SLIME CRIME

<https://git.technikum-wien.at/game/game-lv/ss24/Slime-Crime>

Genre

3D Arcade Platformer

Core Game Loop

1. Explore & jump around the map.
2. Collect valuable items.
3. Avoid obstacles and falling off the map.
4. Get the highest possible score.
5. Repeat !

Core Gameplay Mechanics

Unique Movement

- You play as a little slime. The only way to move is by charging a jump and holding the joystick in a direction. The jumping distance and height is based on the charge time.

Objective

- The goal of the game is to collect as many valuable items as possible (cash, diamonds, gold ingots) and reach the highest score.
- The player only has 90 seconds to do so, and is also limited by 3 health points.
- Some items are rarer than others and thus give more points:
 - Diamonds: 500 points, 1/10 chance to spawn
 - Gold ingots: 200 points, 3/10 chance to spawn
 - Cash: 50 points, 6/10 chance to spawn
- These respawn as soon as there's a distance of 10 between the player and spawn point of the item.

Platforming

- The map is full of obstacles. You have to jump around the map without falling off the platforms or hitting a trap. These deal 1 damage to your health.

Score System

- After the timer hits zero or the player has zero health left, the game ends. You get a rating of how rich and powerful the slime has become based on your score.

Controls

- Needs an Xbox or similar controller to play!
- **Jump Mechanic:** Hold jump to charge, release to jump in a direction like with a slingshot
- **Joystick Input:** Aim in a direction to shoot the slime in the opposite one, like a slingshot
 - This makes the movement more challenging and unique
- **Collecting:** Jump/Collide with an item to add it to your score
- **Escape / Menu:** Open the pause menu during a round
 - Navigate with mouse or joystick and A-Button

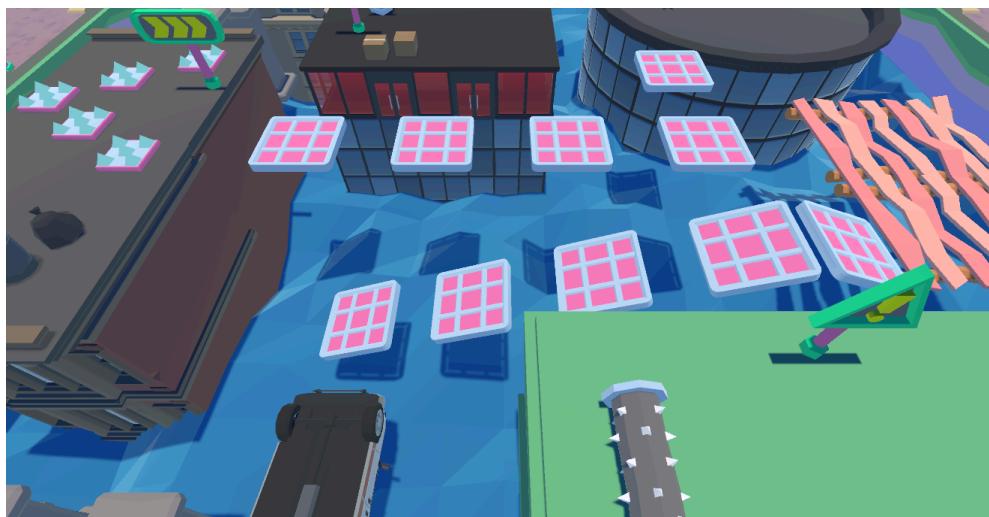
Visual Style

Mood

- Fun, playful, chaotic

Visuals

- Vibrant world, colorful, simple shapes



Moodboard



Level/World Design

Layout

- Open map with borders
- Big platforms like buildings
- Small platforms
- Items scattered across the whole map

Obstacles

- Moving Spike rolls
- Moving Spike balls
- Floor spikes

- Falling off a platform

Damage System

- The Slime has 3 health
- Hitting an obstacle deals 1 damage
- There are invincibility frames after taking damage.
- Moving traps stop for a bit when they collide with the player.

Secret Jackpot

- The diamond on the water tower is secretly worth 10,000 points
- This diamond is hard to reach, however

Story/Theme

Mischievous Slime

- Do not be fooled by this slime's cute appearance. He's on a quest to become the wealthiest and most powerful slime on earth - and this city is the perfect place to loot!

Abandoned City

- Recently, a massive flood forced all residents to flee and abandon their homes. Now, the once-bustling streets are empty, and all the valuable items have been left behind. Now, the city is full of treasures that were forgotten in all the chaos. As a little greedy slime, you see this as the perfect opportunity to achieve your goal...

Goals

- Find assets that fit the moodboard & theme
 - Kawaii Slimes
 - Jewelry shop
 - POLY STYLE Platformer Pack
- Create a fitting movement system for the slime
 - Jump-charging mechanic
 - Needed A LOT of tweaking
- Build a level
 - Challenging platforms to reach
 - Traps
- Add obstacles

- Moving spikes
- Make collectibles
 - Different types and values
- Implement the game loop
 - Timer
 - Score
 - Damage/Health system
- Design the UI
- Make a start and pause menu
- Make a short tutorial
 - Short clips
- Find and add fitting music
 - A chaotic and fun main theme
 - Goofy sound effects
- Add particle effects
 - Simple low-poly effects