

Project Da Vinci Game Jam

《守护的代价》 “GUARDS”

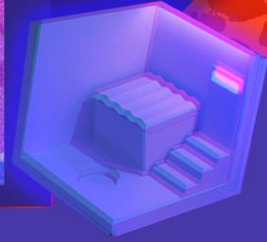
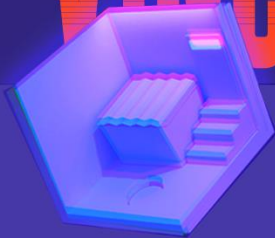
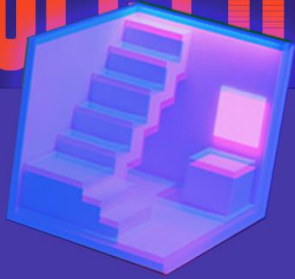


莉莉丝游戏
LILITH GAMES

2020



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Overview

1. Team Members

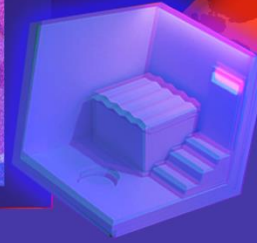
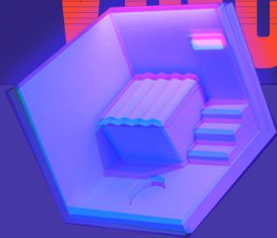
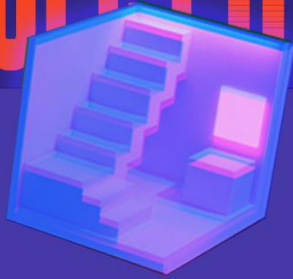
2. Gameplay Intro

3. Game level Details

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I. Team Members



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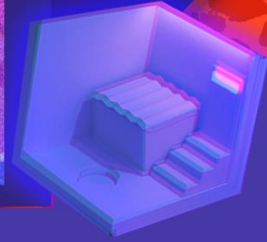
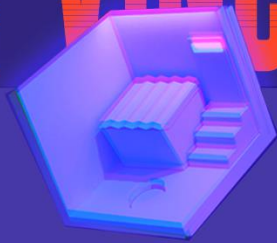
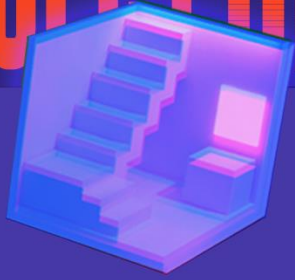
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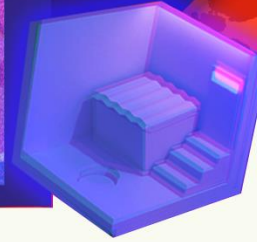


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2. Gameplay Intro

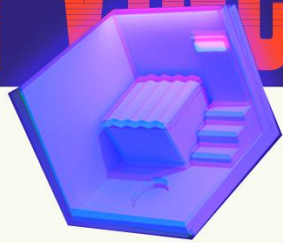
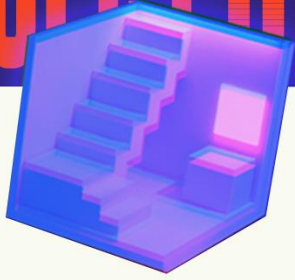
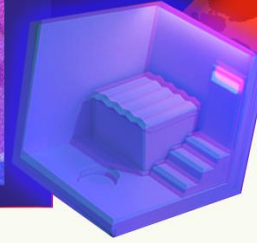




Introduction

Background Story:

World of Ethereal has been covered by unknown mists. All life is depleted, and the 3 Elemental spirits, Earth, Water and Fire, are at risk. Knight Parente is teleported here to protect the Elementals from erosion and guide the guardian spirit Gingerbread man to find the source of the fog.



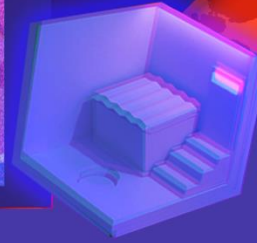
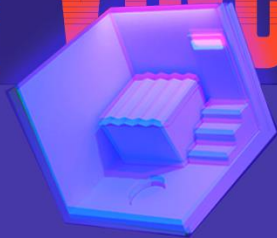
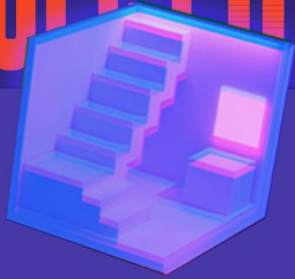
Introduction

- **Game Name:** "GUARDS"
- **Game Genre:** Adventure Platformer RPG
- **Art Style:** Fantasy, Hero, Dark
- **Core Mechanism:** Dispel the fog and free elemental spirits with "Dispel." "Copy" the spirit of the main character's guardian. Jump to avoid attacks and cross terrain.
- **Inspirations:** Inspirations came from two parts, one is a movie called "Double", where the protagonist constantly uses "meteorites" to copy himself in order to escape the alien desert for his son's birthday. Second, the game designer Shuai has always wanted to write a story about sacrifice and love. A talk with his dad gave him this idea of a brave man with dwindling health embarking on a journey to protect his loved ones.

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3. Gameplay Details



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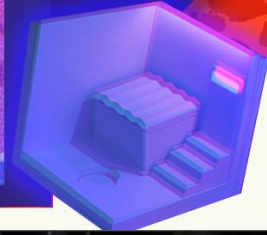
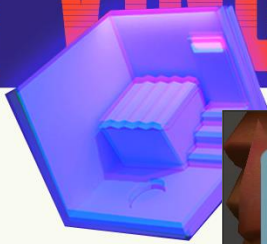
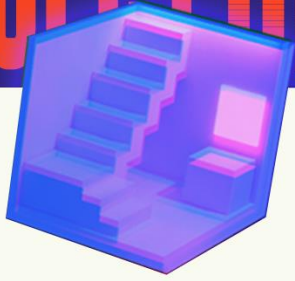
Gameplay Details



Game Cover



Start Menu



Gameplay Details

Level One:

- Tutorial
- Introducing the theme of the game, "Mists is swallowing the world."
- Press Q, "Dissipate", to clear the fog around the guardian Gingerbread man to advance to the next level.



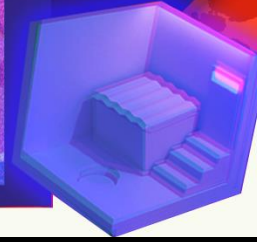
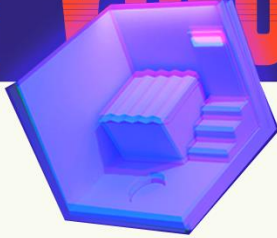
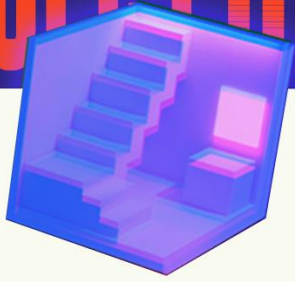
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Gameplay Details



The player needs to copy themselves to protect the Elemental spirits from being swallowed by mists. Every time a copy is actioned, the player's abilities, i.e. jump power, moving speed and gravity, will be weakened.



Gameplay Details

Level Two:

- Elemental Fire has been turned into a monster, indicating a small boss level.
- Monster constantly firing blue fireballs at the player.
- Monster teleports to player's side and causes an explosion with a red cross as a warning.
- The player needs to use the Dissipate skill to purify the fire monster.



Gameplay Details

Level Three:

- Final big boss
- Elementals will be summoned to together help the protagonist break the diamond shield enclosing the guardian.
- Elementals bring back all the copies of the protagonist. The copies merge into one with full abilities.
- The player needs to jump to the Boss and purify it to save the world.



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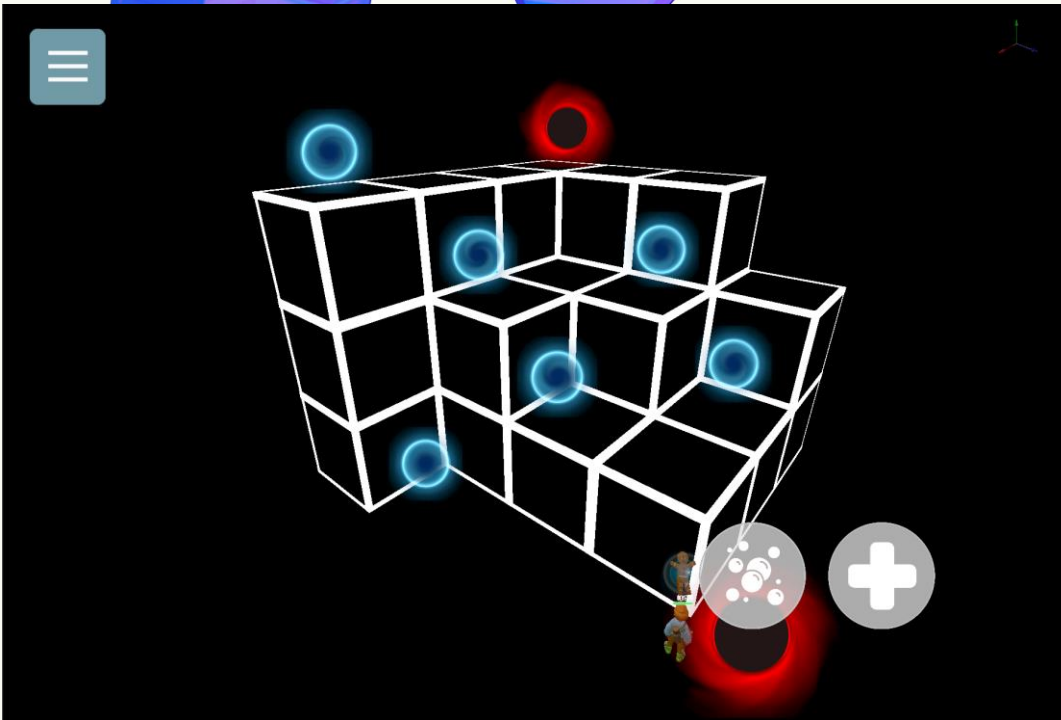
Mini Games



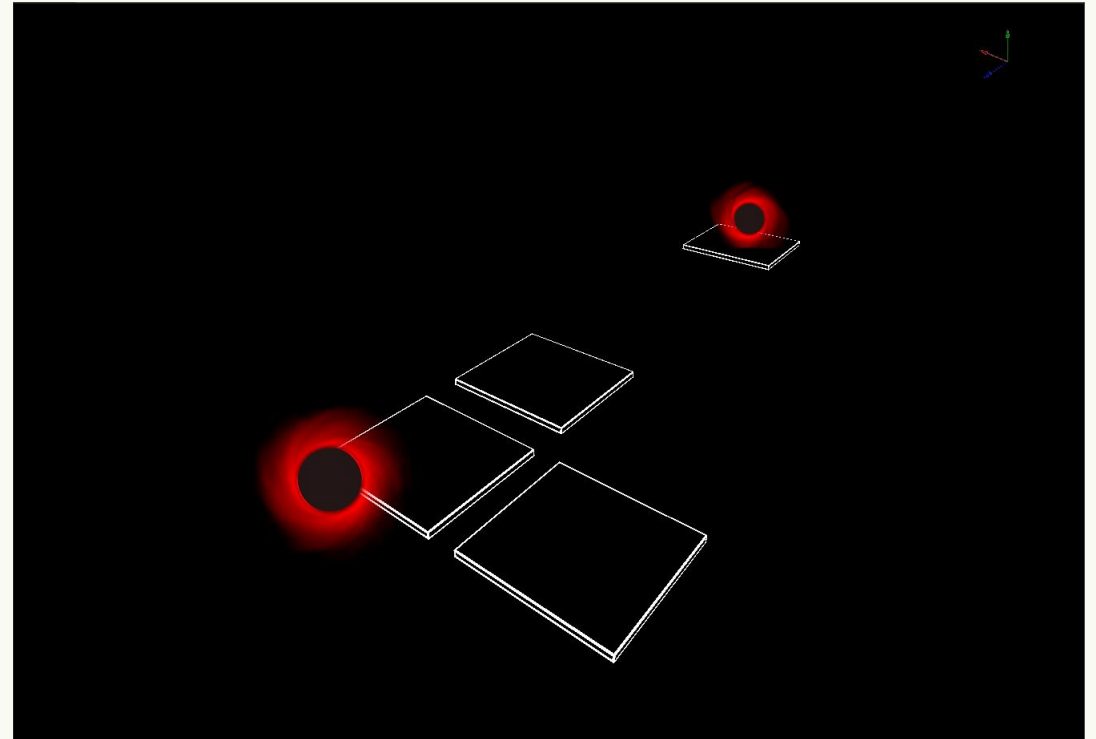
Mini-games:

- Left: Player jumps according to the pattern of the rotating tiles and how fireballs are spawned.
- Middle: Step on floating rocks to descend to an island.
- Right: Avoid falling fireballs to climb up the slope.

Mini Games



Portals: Blue portals are connected, and the player needs to find a way from the lower red to the upper red exit.



Maze: Stepping on a tile generates a new tile at a random direction. Memorize the tile generation pattern to find a way to the destination.



THANK YOU

2020.08.21



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```
39 print("hello world")
40 #define main
#define ture true
41 import thread
from time import sleep
items = [2, 4, 5, 2, 1, 7]
def sleep_sort(l):
    sleep(l*0.001)
    print l
[thread.start_new_thread(sleep_sort, (i,)) for i in items]
42 print (input().replace('你','我').replace('不','').replace('吗','?').replace('。',''))
```