

A Penguin's Journey

Game Summary:

A penguin lost itself within the frozen arctic and attempts to find its way back home.

Core Mechanics:

- Player can control the height of the jump;
- Certain items will grant access to bonus areas;
- Parallax effect that makes the game feel more lively;

Gameplay:

The character has to be able to jump and travel a healthy distance in order to reach their goal of collecting their missing futon. Sometimes they may have to fight enemies, some of which can be very tough.

Music:

Cheery upbeat music, with ambient noises in the background. Enemies and player also emit a noise whenever moving.

Art Style: Simple 2D art style with vectorized images. The characters should be simple and rely on squash and stretch.



Image Credits: Uchikubi Gokumon Doukokuai, I don't wanna get out of futon (2018)

