



flightless bird

Story - The world is broken (e.g. earthquake or water level increase)

Every species escape from ground to survive.

This flightless bird (player) is trying to climb up mountain.

Goal - reach top of the map

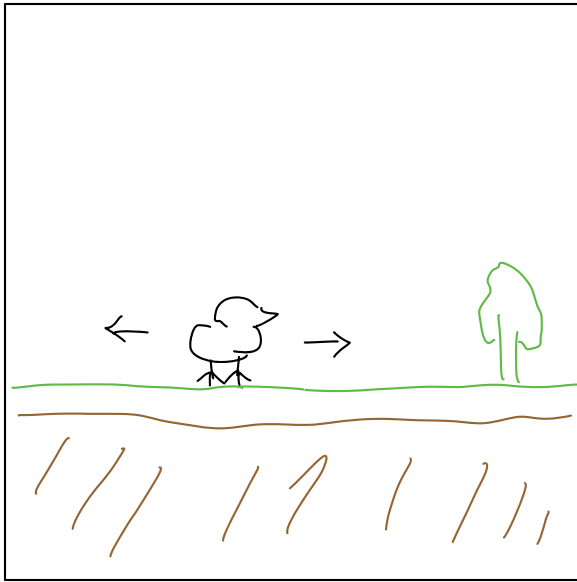
e.g.) celeste, Getting over it with Bennett Foddy only up!

Map

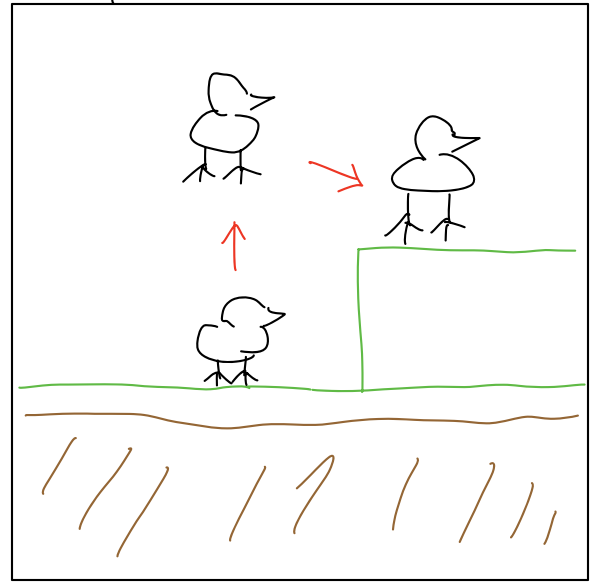


# Mechanic

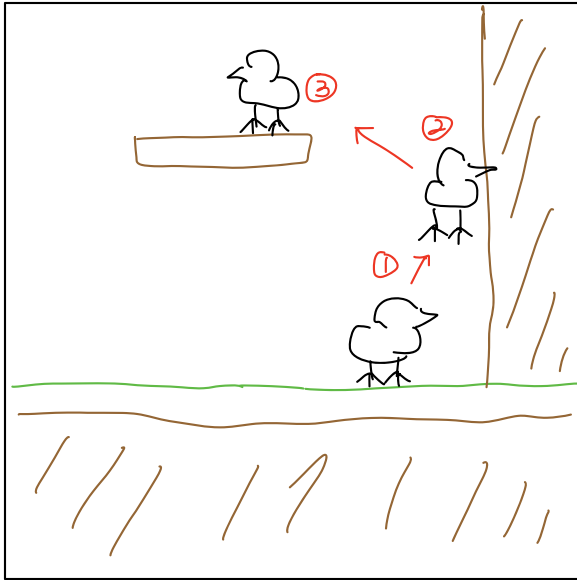
## move (ad)



## jump (space)

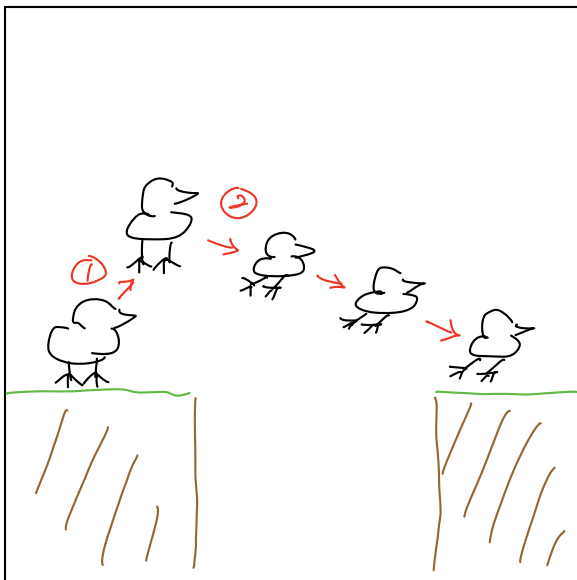


## peck (ctrl)



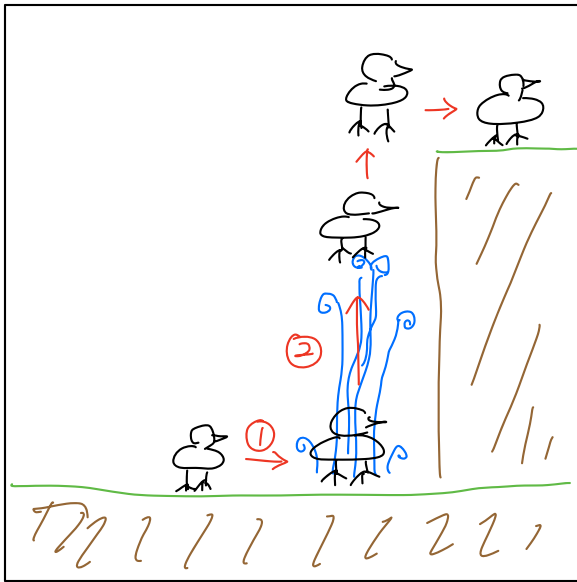
- ① Player jumps on ground
  - ② Player pecks on tree (or objects) to hold position. (up to 5~6 seconds)
  - ③ Player is able to jump again.
- \* It can be used repeatedly like super mario wall jump or megaman

## glide (hold space)



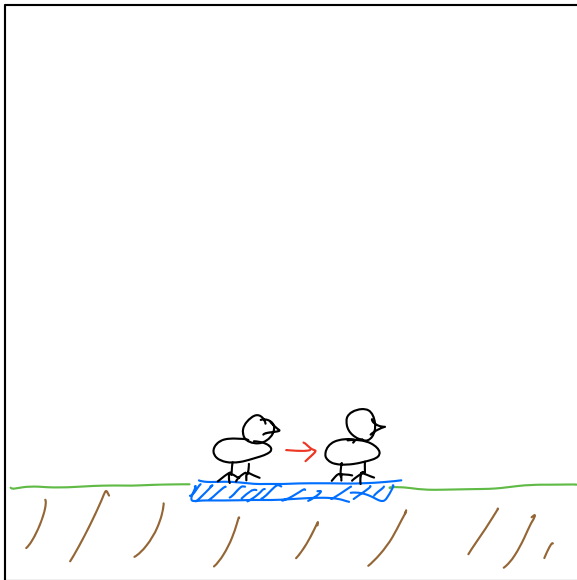
- ① Player jumps on the ground
- ② Player glides in the sky and falls down slowly.

## float (hover ?) - forest gîmic



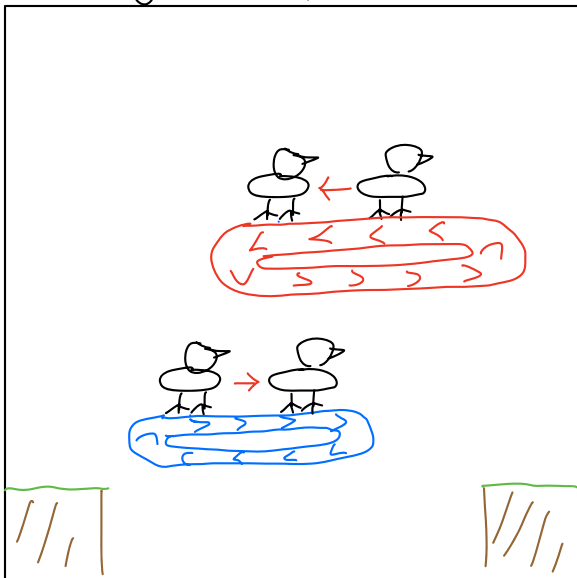
- ① Player moves over wind blowing
- ② Player can be floated higher than jump

## Ice floor - frozen tundra gîmic



Player is slid with less friction and movement is reacted slowly

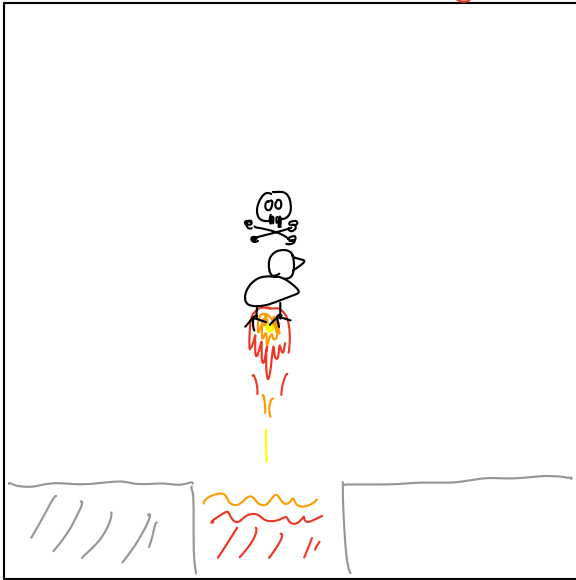
## moving conveyer belt - city gîmic



Player is moved toward a direction of platform.

\* Player may get acceleration / deceleration of moving and jump.

## fireball - volcano game



Player is killed by fireball  
when it hits