Blue Blob Bonanza

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Github: https://github.com/N8rown/Platformer2D
Concept statement

You play as a fun having blob with the sole purpose of collecting golden coins! You have no idea how you got to this world, but something in you draws you to avoiding enemies and collecting these shiny trinkets. Explore multiple levels and collect as many coins as possible without dying!

Genre(s)

2D platformer

Target audience

The target audience would be platforming fans along with retro game fans. Ideally would integrate more levels and more assets

Unique Selling Points

offers an exciting and fun environment to explore. Challenge yourself to collect as many coins as possible and get the least amount of deaths.

- *Platforming*
- *Music*
- *Deaths and lives*

Inspiration

Many of the most famous games of all time are 2d platforming games some of the inspirations behind our

game are

- *Mario*
- *Donkey Kong*
- *Mega man*
- *Sonic*

Visual and Audio Style

2d pixel art style that includes bright colors. All audio effects aside from the jump sound were made in house by Jacob Lembach on the guitar

Core Mechanics

Our game includes the ability to traverse multiple levels using basic 2d controls, moving left right and jumping. You must avoid obstacles and enemies to collect as many golden coins as possible without losing all three lives.

Win/Lose Condition

Our games' win and lose conditions are based on a series of lives. If the player goes below three lives then they automatically lose the game and must restart. If they are able to reach the end of the three levels without losing all three lives, they win.

Creative Additions

In our game we implemented a series of creative additions that were made / developed by us. These include:

- *Sound effects (jumping sound)*
- *Background music and Main Menu Music (Made by us)*
- *Multiple levels*
- *Main menu and death reset screen*