Required Elements

- Player avatar movement
- Ground and platforms
- Collectible items
- End of level condition
- Level size (3 screens width)
- Scrolling & camera
- Juice (Particle systems/audio cues)

Optional Elements

- Double-jumping and wall-jumping
- Alternate player movement
- Ways for player to die/be incapacitated
- Enemies
- Puzzles
- Power-ups
- Dynamic level elements
- Moving platforms
- Interactive items

Design Constraints

- 2D art assets from one or more of the Kenny Asset packs
- You may design up to 10 custom tiles
- You may use either freely available audio assets or create custom audio assets

Platformer Design

- A description of elements of your platformer game.
- A draft design of your level in Tiled

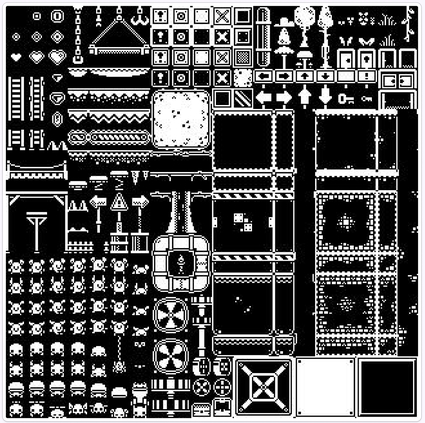
Design Elements:

- Game Name/Level Name
- Player movement
- Visual Asset Packs
- Audio
- Collectibles
- End of level condition
- Camera

Visual Asset Packs

1. 1-Bit Platformer Pack (Kenney) ⇒ Player, tiles
2. 1-Bit Input Prompts Pixel (Kenney) ⇒ Particle Effects/UI
3. Emotes Pack (Kenney) ⇒ Interactions

1



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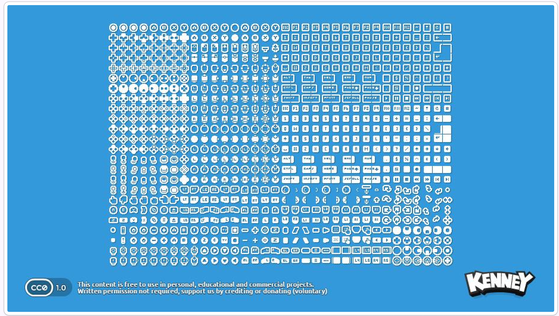

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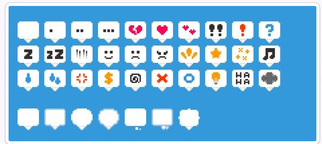


Design Documentation

Game Name: Wisp
Level Name: Trial

Player Movement

Player movement will consist of using WASD and arrow key controls to run and climb. The player will be given the ability to hold onto walls, and will slide down them if holding on. The Space bar will be used for jumping, and the player will also be given the option to wall-jump.

Other than ground movement, the player will be given air-control movement, so that they can move somewhat freely while midair.

Running: Instant Movement
Max Speed: 8
Jumping Height: 3
Down Gravity: 2
Duration: 3
Air Acceleration: 80
Air Control: 80
Air Brake: 1
Double Jump: True (Wall Jump)

Audio

Audio will be put in for running, jumping, falling/landing, getting moved around by fans, earning a checkpoint, collecting diamonds, and dying. All of which will be sounds taken from Kenney's audio asset packs. Which ones will be used is TBD.

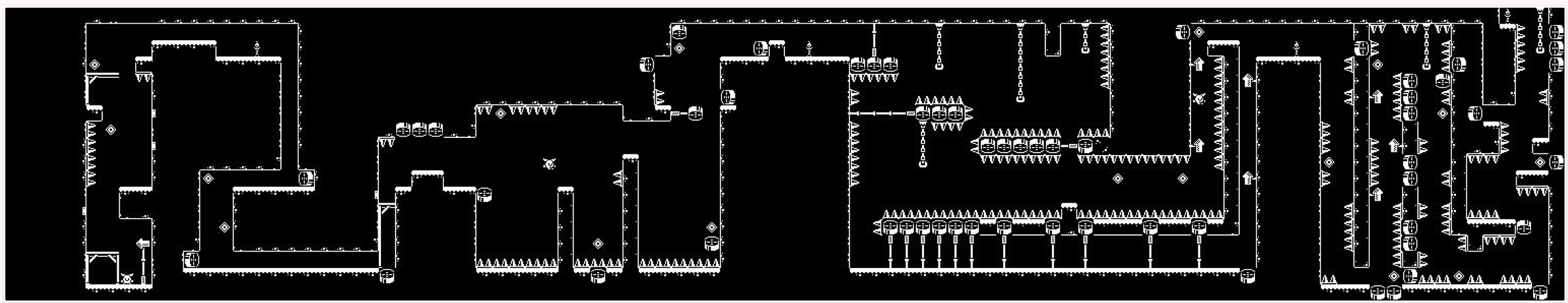
Collectibles

The player will be collecting traditional-style collectibles in the shape of diamonds. These collectibles are placed around the map, but the player is not required to collect all of them to finish the game. These diamonds however will be added to their own score, counting the number of diamonds collected on the end-game screen and showing the player.

End of Level Condition

The end condition of the level is to pass by all the checkpoints (which are automatically assumed to be hit as the player progresses past each "screen." Once the level passes through all of the checkpoints, the player is now finished with the level, and the last checkpoint changes the scene to the end screen.

Camera

The camera in the game will be given 4 set points in the level to lock onto, and as the player moves past a certain point on the x-axis, the camera will move to the corresponding screen.

Level Prototype