

Light GDD

Game 2 (2D)

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3 C's

Character

A 2x2 red cube that's come to live and needs to move because it can't by itself. It's a cube, so of course it doesn't have legs whatsoever. However, it has found a grappling hook that it can use.

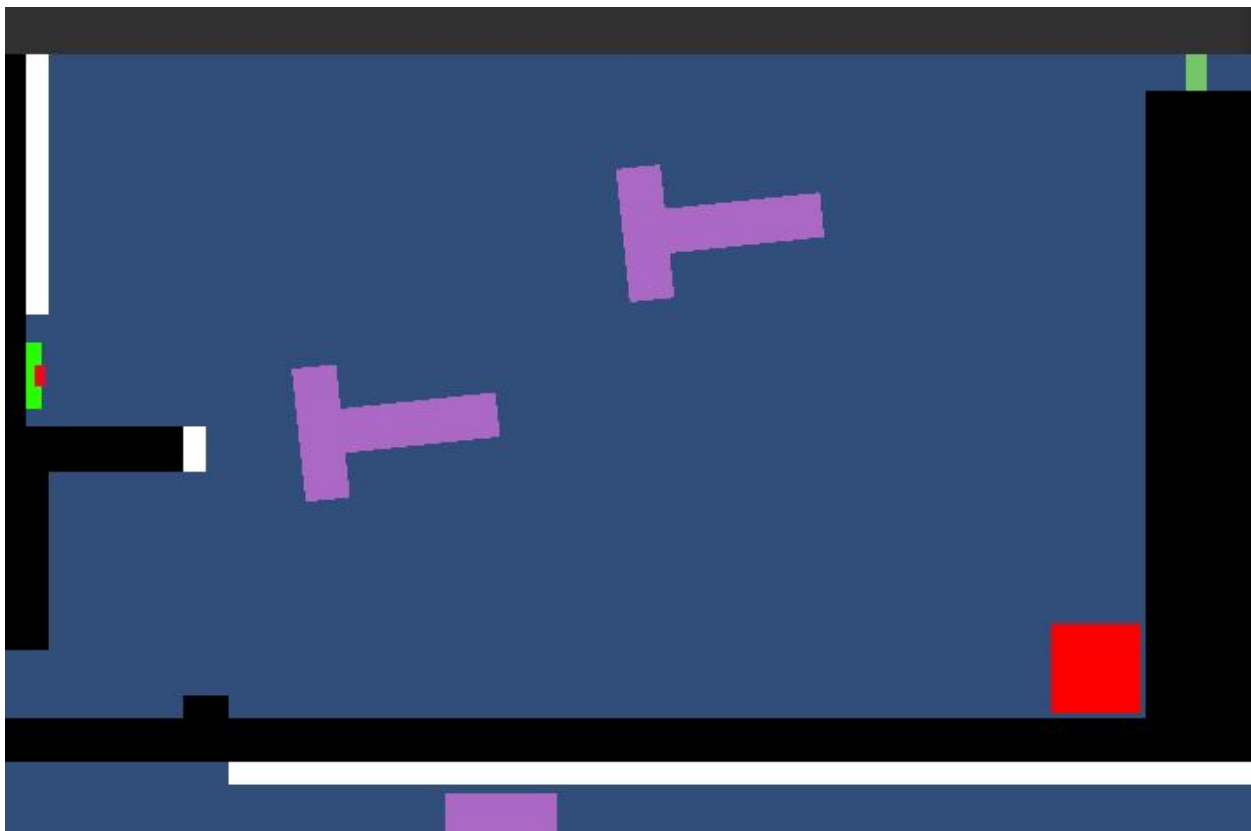
Controller

The player can move using the ARROWS or WASD and once it has reached the hook's destination, they can press SPACE to release it.

Camera

The camera will follow the cube but won't get "inside" of the terrain, that is, it will stay between the limits of the map. For example, if the cube gets near the ceiling, the top of the camera will be placed on the ceiling, but the centre will remain lower than the cube in order not to trespass the limits of the level.

Preview of the camera for the prototype (FoV= 130):



MDA

Mechanics

Moving the character is the main mechanic. It consists of throwing a hook to different surfaces as walls, ceilings and floors.

The cube can throw it in a straight line and move towards the grab point (in a straight line also, so it can't swing). Once the hook has reached a grappling point, the cube moves vertically or horizontally towards that point (diagonal movement is not possible). When it has reached the grappling point, the cube will remain attached to it until the hook is released or the hook is launched again.

Checkpoints: The state of the game is saved when the player reaches a checkpoint (Red mark in the blueprint), thus, if they die before reaching it, the state of the game of the last checkpoint will be loaded.

- Spikes: they kill you if you touch them
- Buttons: Can activate mechanisms (if the player dies before reaching a checkpoint, they will have to press it again to activate the mechanism, otherwise it will remain activated)
- Doors
- Springs: Push something (the player, or spikes)
- Platforms (Platform, TimePlatform, FlipPlatform, ContactPlatform)
- Time
- Movement and rotation

Dynamics

- Movement+Spikes: moving spikes: Enemy
- Moving platforms + spikes (inertia to avoid them)
- Platforms with spikes + movement (pistons)
- Platforms + time: Destructible platforms on a given time
- Buttons + Doors: Open barrier
- Button+spring: movement
- Button + Time: Delayed activation
- Destructible platforms + spikes: reflexes
- Platforms + angular movement: rotating platforms
- Rotating platforms+" button": Flip platform
- Destructible platforms + less time : Destruction on player contact

Aesthetics

Solid colours with no texture to allow the easy identification of elements:

- Character: red
- Walls/Ceilings/etc: black
- Background: blue-ish grey
- Elements that deal damage: white
- Interactable elements: green
- Platforms: purple

Gameplay references

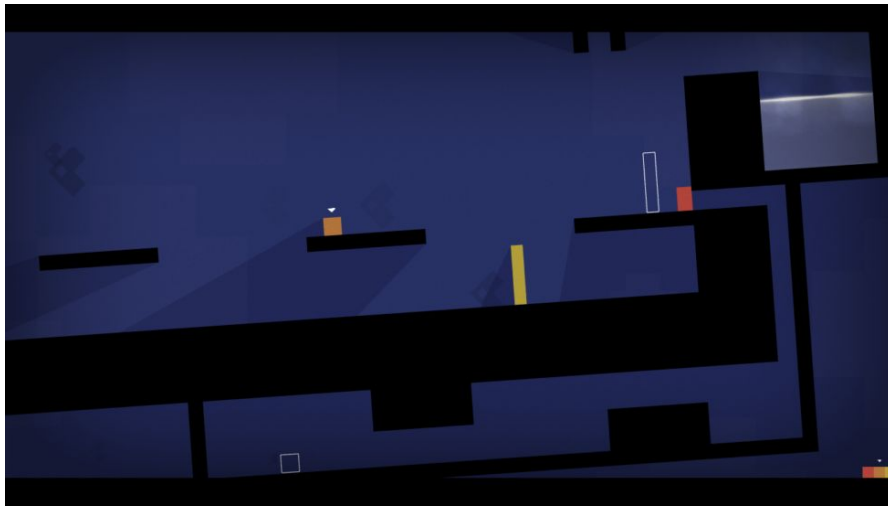
[Ultimate Spiderman \(GBA\)](#)

Terraria ([Hook](#))

[Super Meat Boy](#): using the sense of agility of super meat boy's camera control we can show to the player part of the map to know where the hook can be thrown and a very dynamic gameplay.

Art references

Thomas was alone: solid colours



The impossible game: solid colours

