**Elemental Fox**

# Description

Elemental Fox is a 2D platformer and puzzle game where the player needs to resolve puzzles and avoid enemies by using different forms and powers.

The player can change the appearance and the abilities of the character during the gameplay by interacting with a elemental obelisk to complete the level.

The player can access 5 elemental forms (fire, water, earth, air and neutral) each element interacts in a different way with the traps and mechanisms, also every element has a active and a passive ability:

* Passive ability: Will interact with the environment just by being in a given place
* Active ability: Will be used when the player presses **“E”**

The player can also carry one single object to complete the puzzle while he caries a object the player can not use his active skill.

While the majority of the traps and mechanisms will either permit the player to pass, kill him or make him lose some progress, some of them may reveal hidden paths or present different challenges. The traps and mechanisms can also be specific for a element or have different variants for every element.

Enemies will need to be either avoided or used as steeping stones for the player to progress, with the combat being non existent instead the player needs to outsmart or completely avoid the enemies.

# Character

## Description

The inspiration for this character is Eevee, the character needs to be cute.



The character has the general aspect of a small cute fox with two fluffy tails.



After the character changes the element, he will retain a large majority of the features of the original, with the color of the fur changing based on the element



## Elemental Power

## Elemental Ability

## Controls

### Mouse and Keyboard

A/D - Left/Right

Space - Jump

E - Interact/Pick object/Active ability

### Controller

Left stick left/right - Left/Right

A - Jump

Y - Interact/Pick object/Active ability

# Camera

# Environment

## Theme

## Levels

## Enemies

## Mechanisms

## Traps

# Combat

## Health

# Economy

# Interface

## Start Menu

## UI

## Pause Menu

# Graphics and sound

## Graphics

## Sound