**Elemental Fox**

# Game 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

### General

The general aspect of the character is that of a fox with two tails, with a black patch of fur at the end of each tail.

 

The character will have 5 forms with every form having different sprites, animations, stats and abilities.

 

### Neutral

In neutral form the sprite will be that of a red fox with two tails, black fur present at the end of each tail, on the lower part of each foot and on the ears.



Animations:

* Walk
* Jump

### Fire

In fire form the character colors change to a fiery red, with flames present on the tails and on the ears, with the sprites giving a agile aspect.

 

Animations:

* Walk
* Jump

### Water

In water form the basis tails are switch with fish tails that end in a fin, with the tails keeping the same length. The color of the body changes to a blue/dark blue, with water droplets permanently falling from the body and droopy ears giving the player the feeling that the character can melt at any time.

 

Animations:

* Walk
* Jump

### Earth

In earth form the character presents scales across the body, with the majority concentrated around the shoulder, ribcage and on the head forming a helmet, making the character appear hard and sturdy as a rock, but also a slow mover. The tails become covered in stone taking the aspect of a mace.

 

Animations:

* Walk
* Jump

### Wind

In wind form the character has a floaty appearance similarly to that of a ghost, with the lower part of the legs being translucent giving the feeling that the character floats above the ground, and the tails missing the base making them float near the character.

 

Animations:

* Walk
* Jump

## Abilities

### General

The world is formed from small cubes and all the measurements will be in rapport with the cubes, for a easier understanding every cube will have the dimensions 1m x 1m.

The character hit box dimensions will be 1,8 m in length and 1,7 m in height, with the hole sprite taking almost a 2m x 2m in diameter.

Red: standard block 1x1

Blue: character sprite 2x2

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### Neutral

Stats:

* Walk - 6m/s
* Jump - 4 m

### Fire

### Water

### Earth

### Wind

## 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