Summary: This is a design document going over the basic core parts of the game. If there’s no general vision then will be tough making game.

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2D Side-scrolling Platformer with some sort of story to it

Game Setting:

- NO PEOPLE! (...or are they? Squares with faces :D)
- A shape is trying to accomplish goal A (“Collect 50 Coins”), gameplay focuses on accomplishing goal B (“Get to Point B”), narrative/picture retells the heroic feats of how shape accomplished goal C (“Great job! You beat the big bad mean shapes for 15 minutes, and succeeded in defending Square City”) for beating the game/level.
- How about for some levels you become the enemy??
    - ~~IF respawn as enemy, then enemy sprites become main player sprites~~
- Each time play game color palette changes? (5-10 Variations)
- Each time play game music changes?
- Each time play game randomized SFX for each control?
- Each time play game controls change?
- Each time text objectives change? (going back to Goals A/B/C format in 2nd point)
- Give the player a trapezium shape or something so the shape rolls weirdly when we move around (rigidbody physics?)
- Another possible theme: Game becomes MORE inconsistent after each death/replay
- Major Decision to Make: Is whether death or new level is the agent that causes change to game mechanics to make it all inconsistent
    - Plan: Try level first

Game Story:

- Make story inconsistent itself? Or have a consistent story overlaying all inconsistencies (that would be pretty inconsistent, wouldn’t it?...)
- Plan text boxes for now, then elaborate depending on how gameplay looks

Core Mechanics that Make Game Unique/Cool:

- Variability in Controls/Visuals/Audio
- Mechanic: Replayability triggers several changes
- Levels: 5 Levels

-Create 1st level first, then see what mechanics are easy to manipulate;
After that, decide what main “Inconsistent” mechanics are

Gameplay:

- Side scrolling from left to right
- Some way of forcing the player to go in one direction (ground crumbling from the left?)
- Obstacles to navigate around
- Platforms
- Some seemingly safe platforms kill you lol (give some sort of hint/visual cue)

- Some lethal obstacles eg spikes don't kill you
- Passing through a portal reverses control, direction of movement (from right to left now maybe), etc.
- Enemies (angry birds-esque?)
- Optional: each time player dies, change the level slightly
- Make the last level easier such that the only way to finish the game is that player must die

Programming tasks so far:

- After each level we have congrats screen
- Epilogue and credits at the end

Audio tasks so far:

- Some variety of songs
    - 1 peaceful
    - 1 combatesque idk
    - 1 cheerful
    - etc
- Create some sfx
    - Hit obstacle
    - Menu mouse over
    - Menu select select

- What if each level? Has different gravity / etc.
- ~~Not supposed to beat game--random physics each time lol~~
- I feel like we can do something that resembles part of geometry dash like we move over some trigger and our control reverses or something

Art: How to Be Inconsistent

- Multiple artists
- Different types of art:
    - Pixel
    - 2D scribbles
    - Vector
    - 3D
- Different colors
- Different shape/drawing ratios (e.g., 10 different shapes for main "square" sprite)
- Art for obstacles (will be squares for tiles) eg spike, lava, normal terrain (different types for each level), portal, various triggers (just need to give a visual cue)

Audio: How to Be Inconsistent

- Make 5 variants of each SFX (with BFXR probably)

- Make 5 variants of music/each song (maybe make multiple song files, such as changing pitch/key to track, removing instruments, etc.)

Roles:

Paul - Just design wherever needed, some art for project, slight audio (SFX)/programming

Sophia - Programming the gameplay, some narrative

Mia - music / some art--

David - Programming, level design,

High Level What's Going On: To Summarize Everything

- 2D Sidescroller goes left-to-right
- 5 Levels
- Each consecutive level game becomes more inconsistent
- Player moves square (or diff. shape) to end point in each level
- Platformer so obstacles are related to jumping/timing

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General Timeline:

Friday

- Team formulates, goes over basic game designs on doc (complete)
- Team starts work on project tasks/areas

Saturday

- Start day at 10am PST (ish) (Is this a good start time?)
- Create levels
- Import some of the art sprites
- Import some of the audio files
- Make key design decisions/implement them

Sunday

- Polish the levels
- Add in all art sprites
- Add in all audio files
- Playtest like crazy
- Build project version at 1pm PST as a backup, then make a 2pm PST build