

# Final Game Proposal Pippin Bacon

## Concept:

A 2d puzzle platformer that focuses on versatile movement and a slowdown mechanic to dodge enemies and traverse obstacles. It will have quick respawn and game progression is room by room, meaning death is a minor inconvenience. Focuses on single rooms at a time, with a simple static camera.

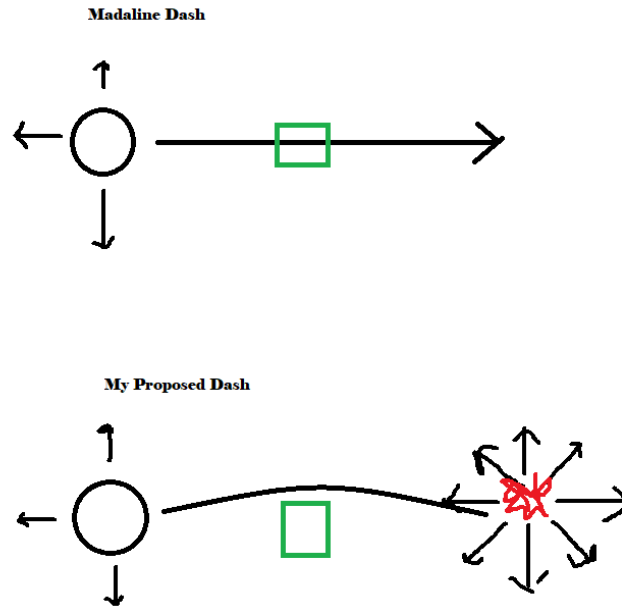
Can be played with either a keyboard or a game controller, although it would be easier for me to make it usable with a keyboard due to the fact I don't have a controller.

## Mechanic

The mechanics for this game are 2 fold, but centered around the player's traversal of the world. A Dash, and a Slowdown mechanic. I think that versatile movement and a slowdown mechanic will allow the player to plan out their moves on the fly and navigate obstacles without too much twitch skill needed.

## Dash

Some inspirations for the movement of the character would be precise jumps like Madeline from Celeste and Sheik from super smash bros ultimate. Instead of a linear dash, I want to have a light curve with the ability to shoot off in cardinal directions at the end of the dash.



(Image brought to you by MS paint)

This would allow for greater mobility, and add an extra level of choice to any dash you make. Either get more height, get more distance, or even double back to dodge an obstacle. This will allow for greater planning and movement. This dash will refill when the player hits the ground. This fast dash can allow more movement within the next mechanic:

## Slowdown

The second mechanic I want to add is a slowdown. Upon activation, the world moves in a slow motion state until the player dashes or a certain amount of time passes. The purpose of this is to:

- 1: Allow the player to make more precise movements and take the pressure off of the twitch skill needed to traverse some levels. Instead of having to get the exact timing window, the player can activate it and wait for the window to dash.
- 2: Allow the obstacles to move very fast without slowdown, compared to other games. In other games, like celeste, platforms have to move at a relatively fair speed. In this game, platforms, enemy attacks, and traps can move much faster and a little more unfairly. I believe this will make the game very tense, and dangerous as the player moves through the levels. Its important I don't overdo it, though. If the player is always in slow motion, its not going to be very fun.

Here are some slowdown refill ideas

- Refill on landing on a platform
- Refill after a time amount
- Refill after picking up a special item

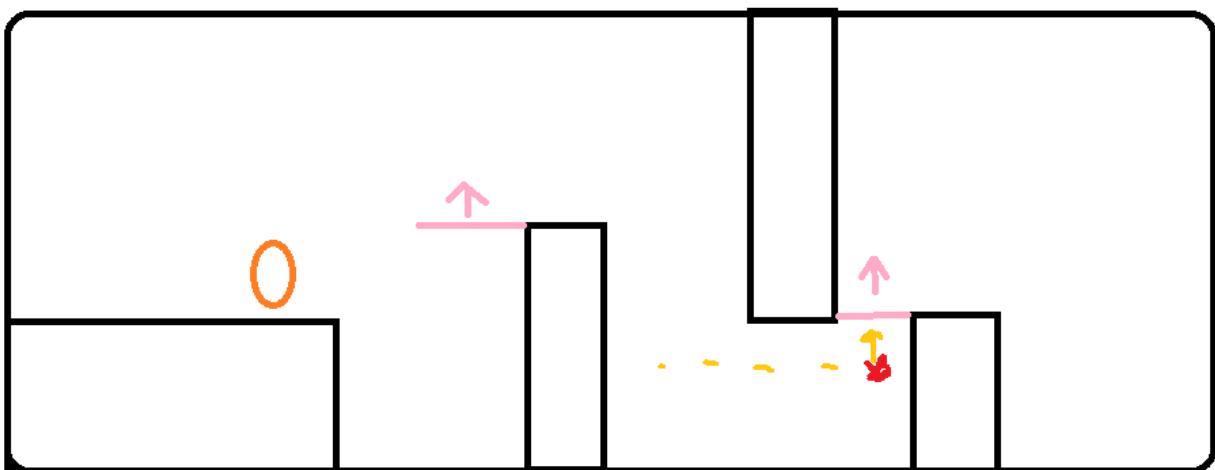
## Obstacles

The obstacles I would want to include

### Traditional platforming:

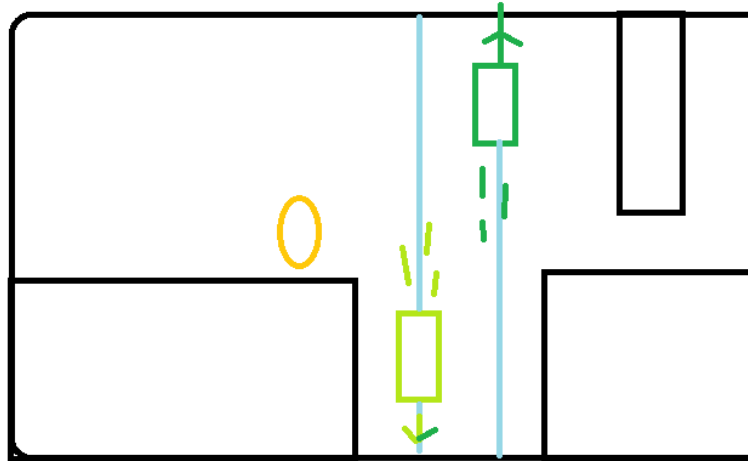
Because this is a platformer, traditional challenges like moving through rooms, over spikes, or around enemies could be included here. Wall slide undecided.

Pink here would represent platforms you can jump thru. Orange and red represents the intended dash route



### Fast moving platforms:

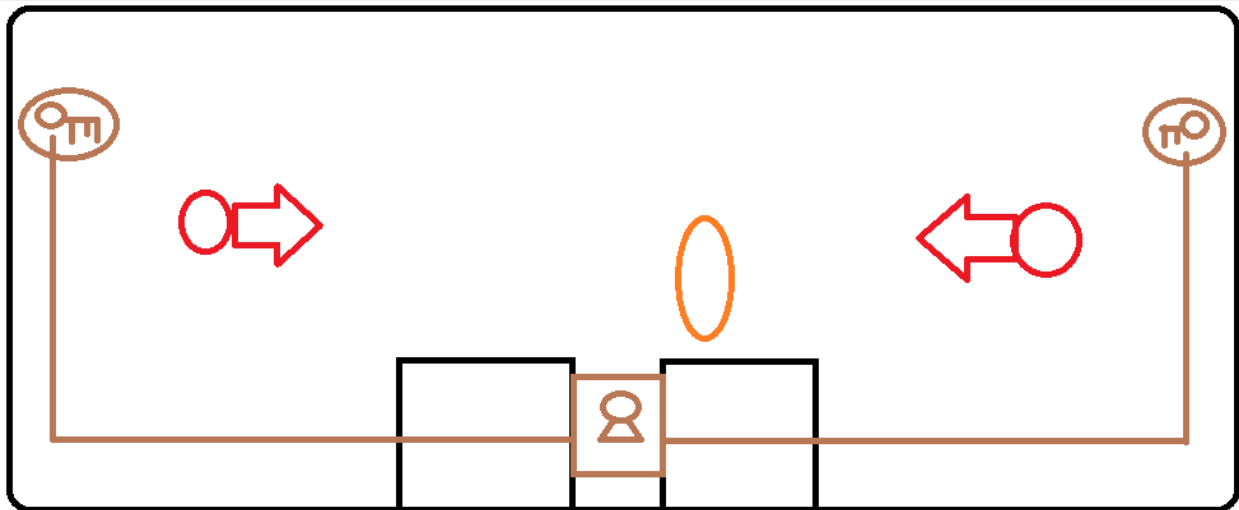
These obstacles will be very difficult to traverse without the slowdown mechanic. In green



### Homing missile:

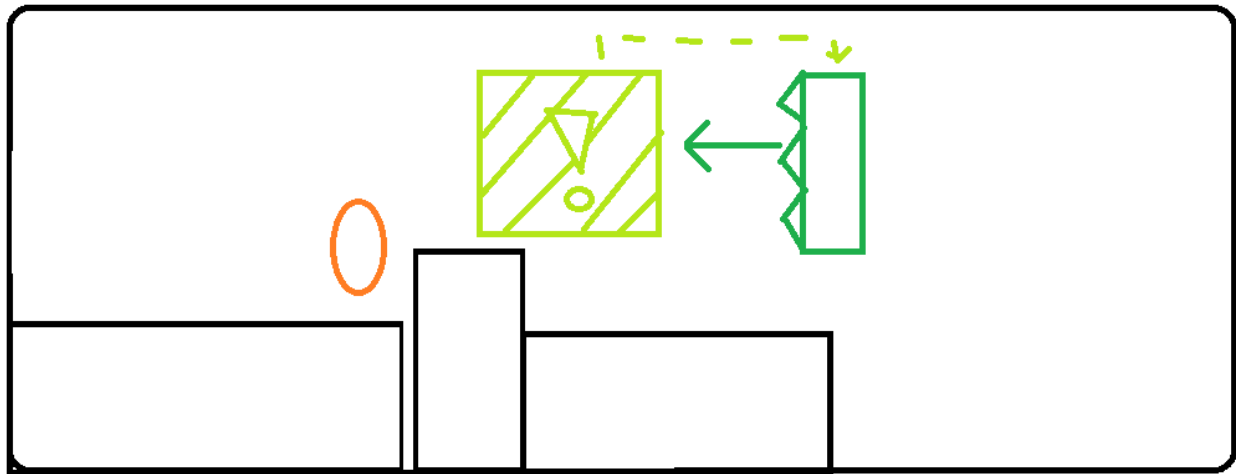
Quick moving missiles, forcing the player to think on their feet and plan their jumps/dashes for the future. The slowdown mechanic here is not to time things, but to buy time so the player can plan movements.

Brown here would be keys, both would need to be grabbed before the door below opens.



### Trigger moving platforms:

Visible danger areas can be connected to moving objects, representing an area that will trigger an event. This event can be enemies being released, spike walls moving or doors opening. More complicated puzzles could be created by putting multiple danger zones in a room, with a limited number of slowdowns. Danger areas can be placed above blocks that will move down, allowing for a platform that falls if you stand on it.



## Target Audience

I want to make a game I would love playing, so a good target audience would be people who enjoyed Celeste. Platformers that are fair but difficult, and give the player a lot of room to grow. Celeste and this game rely on precise timing, but also have a puzzle aspect to them. With the ability to slow down and allowing the players to strategize, I think leaning more into puzzles would be better for this game.

## Design/ Aesthetics

(Yes it's an indie game so yes it's pixel art). I am not a good pixel artist, yet. I have tried a bit but

I know I will not be able to make a sprite I am happy with for the main character in the time allotted. I looked around for cyberpunk tilesets, but I also can't seem to find any I like. (I'm sure I can make somewhat decent mockups of these, though). I don't mind if the prototype is simple. I

think for the main player character, this avatar should suffice



[2D Pixel Art Character Template Asset Pack by ZeggyGames](#)

## Scope:

By the end of the demo I would ideally have

- ☐ Fully functional character with
  - ☐ -Directional movement
  - ☐ -A jump
  - ☐ -A slow motion feature, with a way to refill it (time, object refill, refill per room)
  - ☐ -A dash, with maneuverability at the end as previously discussed
  - ☐ Maybe a wall slide?
- ☐ Obstacles
  - ☐ Homing missile
  - ☐ Fast moving platforms
  - ☐ Trigger moving platforms
- ☐ 2-4 base levels for playtesting

## To Do

- ☐ Basic Movement & collision

- ☐ platforms
- ☐ Dash
- ☐ Enemies & hurtboxes
- ☐ Slowdown
- ☐ Level layout
- ☐ Visual Design