

SAAL

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Stay Saalty

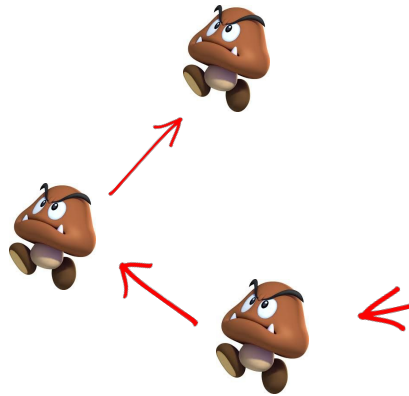
Idea 1: Exorcist Slime

- Top down/Arcade/Bullet Hell/Dungeon Crawler
- The player can dash
- A dash leaves a trail behind, if enemies touch it they take damage



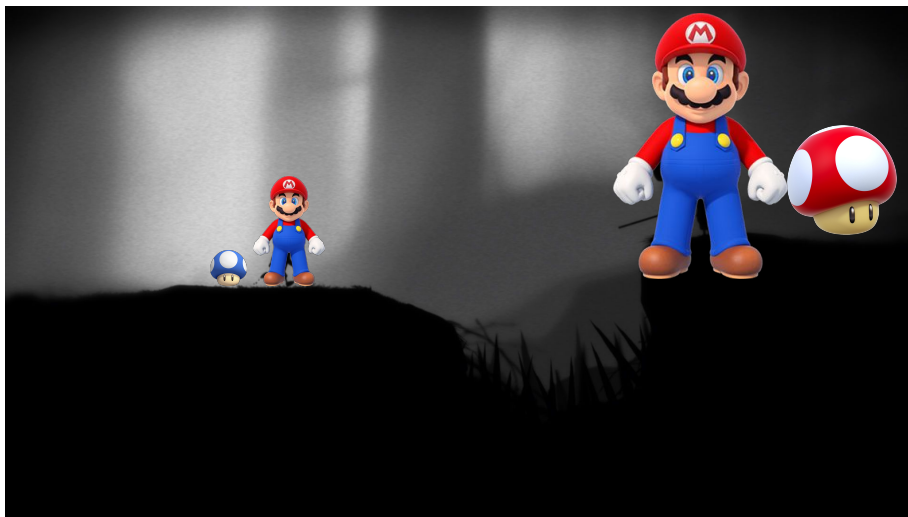
Idea 2: Boomerang Axe

- Top down/Action/A bit of strategy
- Axe is like stormbreaker
- WASD Movement: Control player
- Mouse: Control axe direction



Idea 3: Rain Drop Puzzle

- 2D Platformer/Puzzle/Logic
- Limbo like with Mario
- You can become smaller and bigger
- Puzzles revolve around changing sizes



Idea 4: Jetpack Weapon

- 2D Platformer/Action
- Jetpack is the weapon. You kill the enemy with jetpack explosions.



Idea 5: Walls are edible

- A slime that can chew through walls and the floor
- When eaten enough, the player can choose to
 - Spit material at enemies/buttons/projectiles
 - Swallow and restore HP
- Same mechanic can be used
 - Offensively
 - Defensively

