Erasure

The premise of the game

A platformer where the player needs space to download another game. They get this space by removing files from this game. The files makes this game harder by removing some elements from this game, like enemies, different platforms, projectiles, etc etc. when deleting things, some parts of the game gets "corrupted", making new hazards, enemies and maybe alternate routes.

Gameplay description

Basic platformer, jump and avoid enemies. When you've completed the level you delete some files making it harder, and possibly adding some bugs (hazards)

You beat the game by downloading the other game, to do that you have to make space on your computer by removing features of the game, like some platforms, shooting etc.

Core features

Movement - Walking around, Jumping
Killing enemies - Shooting, jumping on them mario style.
"Deleting files" - removing features from the game

Genre of the game

Meta Platformer

What will be unique about the game

Removing game files while playing the game
Replaying the same level multiple times but changing every time
Meta Elements

Game storyline

The player needs space to download another game. They get this space by removing files from this game while playing.

When you remove a files the game glitches and resets from level one

Ideas

- Combos of two things being deleted making bugs appear.
- Glitch effect when removing game files.

- "Corrupted" features that weren't part of the original game but make the experience weirder. Like platforms teleporting around or rips in the game code teleporting the player to different places.
- When enough is deleted, the level could start falling apart from being too corrupted so that you have to rush through the level.
- Strong visual and audio cues as the game becomes more corrupted. Textures get scrambled, sounds distort, the HUD becomes a chaotic mess as files are deleted. etc…
- Teleporting platforms teleports the player with it if you stand on it. This could be showed in a "tutorial" for the player that a wall is in the way and a platform is teleporting between the two sides of the wall.

Stuff that can be deleted

I want two types of functions to delete, stuff that changes gameplay and stuff that doesn't.

Affects gameplay:
- Checkpoints
- Enemy AI making them stand still and alot less threatening.
- Projectiles
  - First you can shoot and stomp enemies to kill them, but removing projectiles wouldn't only remove them for enemies but you too, so you can't kill enemies by shooting them.
- Stomping enemies
  - If you remove both projectiles and stomping enemies you can't kill enemies, making your ability to get out of their way much more important.
- Health UI can be removed so you can't see how much health you have left, making the player play more cautiously
- Playerhealth making the player be one shotted.

Does not affect gameplay:
- Background music
- Sound effects
- UI elements
  - A timer can be removed so that you can't see how long you take on the level
- Color
- Textures

Intro:

You open the game to the "game's" main menu. when finishing the first level there's a cutscene "this game is boring, ill go download something else.." clicks download on

something, An error pops up. *[Out of free space on disk, please remove something to continue downloading]*. The explorer opens and the player gets control and picks something to remove from the game. The game glitches and you play the level again, now with the feature removed. But the other game is downloading (yay!). When you get to the end again

the error pops up again and you have to remove something else. Rinse and Repeat until you've removed a lot of the game and you successfully downloaded the other game.

Gameplay Mechanics and Features

1. **File Deletion Mechanics:**
   - How does the player interact with the file deletion system? Are files shown in a list with descriptions, or does the player make choices based on icons or visual representations?
     i. When they beat the level, an error pop up comes up which would say menu pops "Out of space for download, make more space" with a button "Open Explorer". when clicked it will bring up a fake file explorer with a picture/icon and a name to represent each feature, then underneath there will be a delete button that will remove that feature from the game.
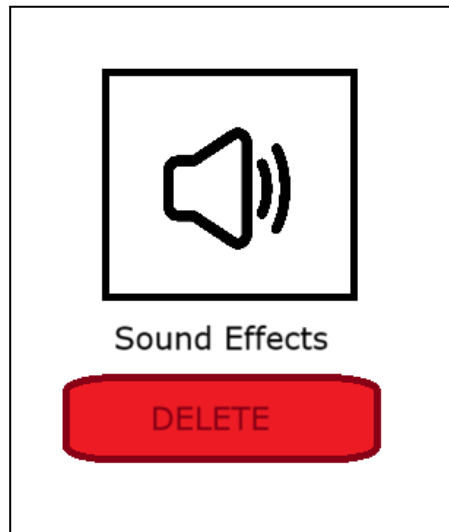
     ii.
     iii. How the files would look in the explorer.
   - Are certain deletions mandatory at specific levels, or does the player choose freely from all available files each time they need to make space?
     i. I'm thinking that you pick freely from any of the features, since you have to delete all of them eventually.
   - Will deleted features be restored if the player fails the level, or does each deletion permanently alter the game state for the rest of the playthrough?
     i. Im thinking that if you die on a level you restart that level like how it was when that level started. and since you only remove files between levels, nothing gets restored.

2. **Difficulty Progression:**
   - How does the game balance challenge as features are deleted? Are there ways for players to get "stuck" due to a lack of key features, or does the game guide them in making strategic choices?
     i. im thinking that if something is removed then a glitch or corruption appears to still have the game be beatable.
   - Is there a progression system or reward for completing levels as they get increasingly harder with more deleted files?'
     i. Not really, Only thing you get from beating a level is deleting more files so you get more space for the other game.

3. **Corruption and Glitches:**

- ○ Are the "glitches" or corrupted elements random, or are they tied to specific files being deleted (e.g., deleting a texture file causes visual distortions)?
    - i. They aren't random, they're programmed in. Like a "glitch" could be an enemy that always moves slowly towards you without collision or gravity. It could also be other things like teleporting platforms or places where you can clip through the geometry of the game. These glitches would be indicated through a glitch effect over them.
- ○ How will the glitches affect gameplay? Will they add new hazards, or will they change how existing features (like platforms) behave?
    - i. The glitches could be almost anything that wasn't in the game from the beginning, new hazards, enemies, walk through walls, teleporting platforms. you name it!
4. **Levels and Replayability:**
    - ○ How many levels does the player go through, and do they revisit the same level multiple times with new deletions each time?
        - i. The player goes through the same level after every deletion. but it gets changed by the deletions. You go through the level around as many times as you have features to delete. so you delete one every round.
    - ○ Will each level become slightly different with each playthrough, or will only deleted features distinguish the levels from each other?
        - i. i'm thinking that the level will start off the same, but the "replayability" comes from what you decide to delete in what order.
    - ○ Is the goal simply to survive the levels with fewer and fewer features, or will each level have its own objectives or variations to keep the gameplay engaging?
        - i. Since its the same level, it will always have the same goal. get to the end of the level.
5. **Ending Criteria:**
    - ○ What exactly triggers the end of the game? Does the player need to delete a specific number of files to "finish" the download, or are there other end conditions?
        - i. Yes, the player deletes a number of files to "finish" the download.
    - ○ Could there be multiple endings depending on the files the player chose to delete, or will every playthrough lead to the same final outcome?
        - i. They will all lead to the same outcome which is that you finished downloading the other game.

Narrative and Setting

6. **Character Motivation:**
    - ○ Is there a main character or avatar for the player? Does the story provide any personal stakes or reasons for why they need to download the other game?
        - i. The main character is sort of the *actual* playing player. But since it's a meta game it's not specifically said. Im thinking that the reason that you're downloading the other game is mostly that you want to play it. Like with most games. It's not high stakes.

- ○ Will there be any dialogue or interaction with other characters, or is it mainly an internal experience centered around the game's progression?
  - i. Theres not gonna be much dialogue, If we have an intro/outro cutscene then that will have the player character talking, saying that they want the game.

7. **Connection to the "Other Game":**
   - ○ Does the game give players any clues or context about the "other game" they are trying to download? For instance, will the player ever see glimpses of it, or is it intended to be a mystery?
     - i. I was thinking mystery, but only so we don't need to specify. But we could have a fake steam page for the game in the intro/outro cutscene which shows the game.
   - ○ Will there be a "reveal" about the other game once it's downloaded, or is the completion itself the reward?
     - i. There could be a "play" button on the fake steam page, but that would trigger the final cutscene.

Aesthetic and Presentation

8. **Visual and Audio Changes:**
   - ○ Can you provide examples of how the visual and audio changes will look or sound (e.g., when the HUD glitches or textures scramble)?
     - i. If I would describe how i imagine the glitch effect is like "blocks" of the objects shifted and red green and blue would be have another layer which is offset.

     - ii.
     - iii. The sound could be like slowing down and speeding up a record with some electric buggy sounds.
   - ○ How gradual are the audio/visual distortions? Do they become more intense with each file deleted, or only after major features are removed?
     - i. The effects get a little more extreme after each one. But still reasonable.

9. **User Interface During File Selection:**
   - ○ How will players know the potential impact of deleting a specific file (e.g., losing a background texture vs. an enemy AI)? Will there be any warning or preview system?
     - i. I'm thinking common sense, if you delete projectiles or sound effects, you should be able to figure out which will have a bigger impact on the game.
   - ○ Are there any visual cues, such as a "file explorer" simulation, that help immerse the player in the act of deleting files?

      i.   Yes, that is how im thinking that you will be deleting files. There will be a fake "file explorer".

Technical and Developmental Feasibility

10. **Implementation of Corruptions and Glitches:**
    - Have you considered how the corruption effects will be programmed? For instance, will they be managed through specific scripts or through randomized effects triggered by deletions?
        - i. They will be specifically coded. Maybe if you have two functions deleted then they "cause a bug to appear".
    - Will the game track which files the player deletes and apply unique effects based on that record, or will the game primarily use scripted responses to certain deletions?
        - i. Since they aren't actual files it will mostly be scripted.
11. **File Deletion Limitations:**
    - Is there a maximum or minimum number of files the player can delete in each playthrough?
        - i. In each playthrough they will be the same. But you delete one mechanic every round of the level.
    - Are there any files that cannot be deleted (e.g., essential mechanics files) to ensure the game remains playable?
        - i. Yes, it should remain playable through the game entire game, but routes might change. some things i know wont be removed will be: Movement (including jumping), Physics, Ending the level, collision, etc..
12. **Hardware Integration for Immersion:**
    - Will the game give any cues that integrate with the player's actual desktop or OS? For instance, will there be simulated "error" messages that resemble real OS prompts?
        - i. Im thinking maybe a popup at the end of the level which would say "Out of space for download, make more space" with a button "Open Explorer".
    - Are there any plans for "file recovery" mechanics in case a player wants to restore a feature they deleted accidentally or realize they need?
        - i. I'm thinking no. What is removed is gone, and you have to live with your decisions. This makes your decisions have more weight too.

Player Experience and Accessibility

13. **Balancing Replay Value and Challenge:**
    - How will you ensure players feel motivated to replay levels that may become harder or more unpredictable with each deletion?
        - i. Players will be forced to replay the same level every time. but the level could be shorter to not have too much of the same thing.
    - Are there any accessibility options for players who may struggle with increasingly difficult or glitchy levels?

        i.   No there won't be, but all variations of deleted features should be possible without any overly difficult levels.

14. **Onboarding and Player Guidance:**
   - How will the game introduce the file deletion mechanic and explain its consequences? Will there be tutorials, hints, or a gradual difficulty curve?
     - i.   I'm thinking that there could be "hidden tutorials" which is integrated in the gameplay. So the player learns that you can do something by being showed it by the game.
   - Are there any plans for checkpoints or safe zones where players can review progress and understand the current level state?
     - i.   Im thinking that checkpoints will be in the game at first, but it will be a feature that you can remove, if you do you will restart from the beginning if you lose.

15. **Emotional Impact:**
   - How do you want the player to feel as they delete parts of the game? Do you hope to create tension, regret, or excitement about the chaotic state of their game world?
     - i.   i want them to feel like they're doing this as a sacrifice for the greater good. (even if the greater good is just playing another game)
   - How will the game maintain engagement if players begin to feel frustrated by the challenges of losing familiar mechanics?
     - i.   The very ground of the game wont be removed like mentioned before. like movement and jumping will always stay.