**https://itch.io/jam/black-and-white-jam-9**

**Theme: death is a new beginning**

* Roguelike with simple mathematical scaling of abilities.
* Palette changes when you die.
* Palette change when something important happens.
* Palette swap mechanics
  + Have asset for every swap – more work?
  + Programmatically change palette
* Kill things to feed a child creature.
* Afterlife, undead.
* Laser reflection, portal-inspired, puzzles.
  + Bending, splitting
  + Shift palettes, pass through certain things.
* Palette swap causes certain enemies to appear.
  + Overworld/afterlife, each have different palettes.
  + See ghosts in other palette.
  + Palette swap when going invisible.
* Simple, 2D.
* Tileset-based for backgrounds, environments.
* Arena survival, e.g. devil daggers.
  + Either endless or have set time limit to fend off enemies closed off area (i.e. not continuous generation).
* Player progresses to next level of hell, they ‘die’ at the end of each level.
  + Nine circles of hell.
  + Don’t have to be entirely new levels, e.g. could be different enemies or colours.
* Death gives new set of weapons or playstyle.
  + Melee vs. ranged.
* Mini RPG
  + Would require some kind of story and worldbuilding.
* Play as monsters, everything you kill gets absorbed into you, sprite gets bigger.
* **Die, turn into ghost, then possess an enemy.**
  + **Results in having new weapon/playstyle whenever you die.**
  + **Then you move to ‘new level’ as this new enemy.**
  + **Have more enemies appear on screen to ensure the player eventually dies.**
  + **Fits in with theme.**
* Fly-like enemies, make with small sprites.
  + Avoid having tons of particles onscreen.
* Top down:
  + Feels bigger.
  + Movement overall simpler.
* Side-on:
  + Platforming challenges.
  + More detailed sprites.
  + Gravity.
* Isometric:
  + Slightly compressed, perspective
  + Perspective could interfere with bullets?
  + Issues with shading, because it is implied 3D, might be harder to make two colours stand out.
* Visibility could be quite difficult with top-down and the two-colour.
* Productivity-style game, e.g. mini factorion.
* Enemies can ‘see’ in certain pelttes.
* Laser weapon
  + Some enemies have shields, can reflect.
* Circles of hell
  + Limbo
  + Lust
  + Gluttony
  + Greed
  + Wrath
  + Heresy
  + Violence
  + Fraud
  + Treachery
* Limbo

**Fleshing out highlighted idea**

* Die, turn into ghost, possess enemy.
  + Die, turn into ghost, select enemy to possess. Can’t be hurt.
  + Turn into enemy that you killed last. Could be tactical.
* Pacifists have game over; need to kill something.
* More enemies on screen with time.
* Time is the ‘score’, aim is to last longest. Game over screen has minutes/seconds lasted.
* Suicide button.
  + Makes central mechanic more obvious.
  + Could feel *too* obvious?
* Game is fast paced.
* Top-down is simpler, so we’ll pick that.
* Colours:
  + Sepia
  + Dark red, light red
  + Black background, white lines
  + Colours would suggest things about the theme, e.g. reds go with hell.
* Palette change with levels, shouldn’t be too hard to do. Playing with the theme.
* Each level introduces new enemy, by the end you have to fight everyone.
* No 18+ content, so no boobs or extreme gore.
  + Lust: heart-based enemies?
  + Succubus
  + Hearts that charm enemies?
* Take inspiration for enemies from Dante’s inferno.
* In theme of Dante’s Inferno, use fancy fonts and illuminations in game text.
* Start of game:
  + Use limbo as euphemism for sloth? Since nothing happens there?
  + ‘Tutorial’ that sets out the mechanics and controls
  + You begin with no, or useless weapons (e.g. fists), and then are killed right away, turning into enemy.
  + We’re not narrative driven and are trying to be fast paced, so don’t want to spend lots of time here.
  + Have player be weak and overwhelmed by tons of monsters?
  + Fall through hole in limbo, have falling damage. Kill and turn into enemy by landing on them?
* Have a single boss, on the final level of hell?
  + Too many bosses would add too much complexity.
  + ‘Immortal’ boss, more like environmental hazard?
  + Have as a maybe, if we have time near the end we’ll do this.
* Instant kill vs. HP.
  + Instant kill harder to design enemies for.
  + Devil daggers: player dies immediately, other stuff has health.
  + We will use health, because the player takes on the HP of whatever enemy it last killed.
* Enemies (based around function):
  + Reflection: hoarders/spend thrifters. Some item (shield, sack of gold…) use as weapon by charging into you. Reflects stuff. Charge attack. Must get behind in order to hit.
  + Laser:
* Weapon effects (link to actual weapon later)
  + **Reflection / bounce**
  + **Piercing**
  + Charge
  + **Spread / shotgun**
  + **Machine gun**
  + **Instant Explosion**
  + Delayed explosion
  + Homing. Although, is there any danger of the player missing? In horde based game, what is the ‘point’ of a homing weapon?
  + **Fast Melee**
  + **Slow, cleave melee**
  + **Chaining. Would mean friendly fire / self damage. Need to move away from groups of enemies to use.**
  + **Fire. Shooter in a cone, then enemies have damage over time. Hard to control last enemy killed.**
  + Floor-based damage, e.g. acid pool, spikes. Goes away after a while.
* Elemental damage, e.g. freeze, fire, acid, could come later. More complexity.
* Scale enemies more with playing style than sheer HP / power, for balance reasons.
  + Means player isn’t ‘stuck’ playing a goomba on level 8.
  + Make sure all enemies are viable and fun for 9 levels.
* Fraud: swap the behaviour of all the enemies?
  + Tactical, relearn which enemy does which behaviour, so that you know.
  + Could be a one-time thing. Sudden difficulty spike that doesn’t unbalance everything.
  + Encourages good programming by separating enemy attacks from the enemy object themselves!
* Don’t *have* to link the enemies to the level themes, however, it *is* important that the enemies should be aesthetically linked to the weapons.
  + Don’t just use real guns, have the weapons be demonic / part of the enemy, maybe David Cronenberg-type stuff.
* Have spawn rate increase within each level as time goes on, but also across all the levels.
* Treachery – have an enemy that steals your kills.
  + Tries to deny the player its choice of enemy to become.
  + Melee.
  + Moves fairly slowly, or big attack delay.
  + Pounces on low HP enemies in a radius.
  + Tactic: player may try to kite things away.
  + ~~Treachery is the last level, so no worry about if the player will turn into this enemy if they kill it. Problem!~~
    - Solve this by pushing the enemy up a level, then it becomes heresey.
    - Epicurous - the soul dies with the body.
* What to do if the player dies but has not killed anything?
  + Game over.
  + Highly unlikely for player to die having not killed anything.
* When player dies on the last level, get the game over screen with time survived, and maybe an animation or something.
* Different musical and aesthetic themes for each level.
* Maximum game time of 10 minutes, roughly one minute per level.
  + Less time spent on indulgent intro animations, probably don’t bother with tutorial level.
  + Indicate the mechanic with a quote, or even the title of the theme ‘death is a new beginning’.
  + Change the scaling of the game to affect playtime. E.g. make a level impossible after two minutes due to sheer spawning.
* Satan kills you at the end?
  + Some acknowledgement of the player winning the game.
* Have all the game over screens have the same content, but change the appearance depending on the three circumstances of the game over:
  + Killing nothing (pacifist, lose)
  + Die (lose).
  + Die on the final level (win).