# Key

Departments

|  |  |  |  |
| --- | --- | --- | --- |
| 🧰 Game Design | 🍂 Story | 🎨 Art | 🧪 Programming |
| 🌃 Level Design | 🎼 Audio | 👾 Producer |  |

# Team

\*All members possess strong game design skills

|  |  |  |
| --- | --- | --- |
| Team Member | Assigned as | Also Comfortable with |
| Eric VH | Co-Producer, Programmer, Docs | Juice, Concept Artist |
| Nick S | Co-Producer, Programmer |  |
| Chris H | Level Designer | Concept Artist, Programmer |
| Graham L | Programmer |  |
| Kaicheng (KC) L | 3D Artist, 3D Animator | Juice |
| Matthew B | Level Designer, Docs |  |

# Pillars 🧰

|  |  |
| --- | --- |
| Fun Physics | Mastery |
| Puzzle Problem Solving | Planning/Execution |

# Concept 🧰

## Genre

Puzzle Platformer Action

# Player Controller 🧪 🎨

The player can switch between ball form and regular form. While in ball form, the character has bouncy properties.

While bouncing,

- with each bounce, you gain speed

-build speed to damage

-build speed to break walls

-have certain speed to break certain walls

-don’t go too fast

Dash - propel in a chosen direction

# Story 🍂

Roly Poly Character

# Level Design 🌃

## Flow

# Obstacles / Environment Pieces 🌃 🧰 🧪 🎨

**Brainstorm**

Gates where you need a specific speed to be able to pass (Puzzle)

Trampoline

Spikes

Directional Gates (like valves)

Direction Router (no matter what direction you are now, your new direction is set)

Rising Lava

# Sound Design 🎼

# Character Design 🎨🍂

Cowboy bugs?

# Art 🎨

# Stretch Goals 🧰