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# Key

### Departments

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

# 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 |  |
| Graham L | Programmer |  |
| Chris H | Level Designer | Concept Artist, Programmer |
| Matthew B | Level Designer, Docs | Audio |
| Kaicheng (KC) L | 3D Artist, 3D Animator | Juice |

# Concept 🧰

## Genre

Puzzle/Platformer/Action

## Comparable Games

*Celeste –* Platformer where precision and timing skills are rewarded, but also puzzle-like problem solving, contained levels

*Super Meat Boy –* Platformer where precision and timing skills are rewarded, contained levels

She Remembers Caterpillars –Puzzle game with bug theme

## Pillars

(unconfirmed)

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

# Player Controller 🧪🎨

## Actions/Controls

|  |  |  |
| --- | --- | --- |
| Walking Mode | Description | Control |
| Move Side to Side |  | AD |
|  |  |  |
| Both Modes |  |  |
| Jump | Jump off of the “normal” supporting it | Z |
| Toggle Mode | Change between Walking and Ball Mode | X |
| Dash | Charge forward | C |
|  |  |  |
| Ball Mode |  |  |
| Alter Couse Mid-Air | Accelerate in the selected direction while mid-air | WASD |
|  |  |  |

## Rules

Walking Mode

Falls when unsupported by a platform

Ball Mode

On slopes, the character rolls

Gravity? We’re not sure yet

When on flat ground, the character decelerates

With every bounce off a surface or enemy, the character gains speed

When hitting a surface, the character bounces off the normal

# Story 🍂

Hero: Roly-Poly Character

Objective: Reach candy?

Enemies: Other Bugs

# Level Design 🌃

## Flow

# Obstacles / Environment Pieces 🌃🧰🧪🎨

## Obstacles/Environment Objects

Speed locked gates:

* There are gates that require the player to be at a minimum speed to hit it hard enough to break through the gate. This could be a part of a puzzle where the player needs to bounce off multiple walls or gain enough momentum to be able to break through the barrier.

Button locked gates:

* There are gates that require buttons around the level to be activated by getting hit by the player, once all buttons are hit, the gate opens. Potential ideas: Buttons could deactivate after a certain time of a button not being pressed or buttons need to be activated in a certain order to be able to open the gate.

Spikes:

* Spikes are damaging obstacles that kill the player if they were to hit the obstacles. Spikes can be placed on walls or floors.

Directional Tubes:

* Directional Tubes are like tubes that change the direction the player is going, while keeping the players speed as they go through. Like hamster tubes irl. These tubes can go 90o, 45o and potentially more?

Directional Tube Launcher:

* Directional Tube Launcher is similar to the barrels in donkey kong where if the player were to collide with it, they can launch themselves in the direction the launcher is facing.

## Wall/Floor Surfaces

Trampoline:

* Trampolines can be on the wall or floor and the player can jump on these to get a big jump which can be used to jump over tall walls and/or gain momentum.

Sticky Sap:

* Sticky Sap can be on the wall or floor and if the player hits these while in ball form, they become slowed. If the player hits these while in walking form, they are also slowed but if the sap is on a wall, the player can stick to it and stay attached to the wall.

Water Stream:

* Water streams can be on the floor or seen as a waterfall where it’s falling off the edge of a floor. If the player is in the water in ball form, they get a gradually gain speed up to a maximum speed. Waterfalls could also act as walls except, the player wouldn’t be able to bounce off the water, but instead fly through it. This means that the waterfall could hide different areas behind them.

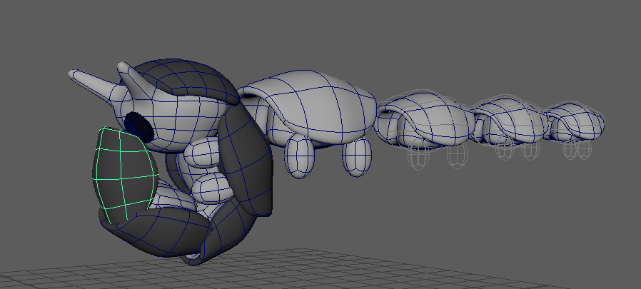
Tunnel:

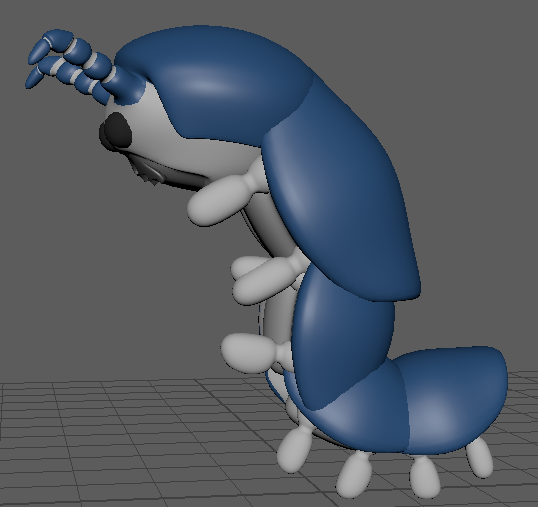
* There are holes that are in the walls the player can enter that leads the through a tunnel that can lead them to hidden areas or other parts of the map they might not be able to get to normally (Walking or bouncing off walls).

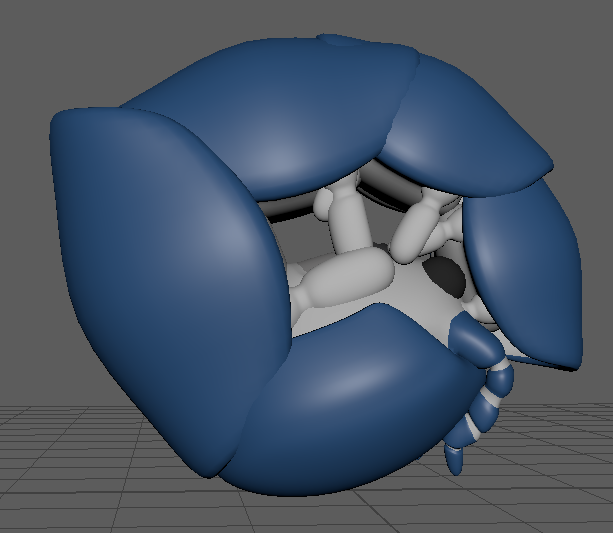
# Sound Design 🎼

# Art 🎨

## Character Design 🎨🍂

Basic structure of body part

 Basic form (Stand)

Ball form (Rolling)

## Environment Art

### Environment Ideas Open

Garden

### Environment Ideas Contained

Woodwork Bug City



Candy Dealer

# Schedule 👾

End Date:

# Stretch Goals 🧰👾