

Project Description

Gravitas is a side-view, single-player puzzle game in which the player has the unique ability of rotating the world effectively by changing the angle at which gravity pulls. It has a simple, minimalistic, blocky art style.

Characters

1. Cubey
The player. A cute, rectangular entity with the ability to rotate the world.
 2. Evelyn
A free enemy with spikes on top of her head.
 3. Ivan
A locked enemy with spikes on two sides of his body; locked to movement in the direction of the spikes.
 4. Ivy
A free enemy with spikes on the bottom of her body.
 5. Jeffries
A locked enemy with spikes on top of his head. Lock to movement in the direction of the spikes (and the other direction).
 6. Reginald
A locked enemy with spikes on the bottom of his body. Locked to movement in the direction of the spikes (and the other direction).
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Gameplay

The player navigates the world as one usually might in a side-view game, by moving right, left, and jumping. The player also, however, has the ability to “rotate the world” by changing the

direction at which gravity pulls. The camera is oriented such that gravity is always pointing in the relative +Y direction.

Movement to the relatively horizontal directions can be done with A and D. Jumping can be performed by pressing the space button. Rotation clockwise and rotation counter-clockwise can be performed by pressing E and Q (respectively).

The player can die (which restarts the level). The goal is to get to the end of the level while collecting as many golden orbs as possible. The more golden orbs that a player collects, the higher their score.