

Elevator Pitch:

Ever play a puzzle platformer? Ever play a two-player one? Knight and Slime is exactly that but you can play it remotely as well as locally. Knight and Slime is full of unique puzzles and new takes on classic obstacles. With vast differences between the abilities of the characters, there's lots to explore.

Game Synopsis:

A two-player puzzle-solving platformer. Enjoy solving puzzles with a friend remotely or locally. Advance through the world as a strong knight or a resourceful slime. You'll have to work together and figure out how to use each other's strengths to progress. As the knight push heavy obstacles, flip switches. As the slime absorb different liquids to gain different abilities, squish into small spaces, and push buttons. As the levels get more difficult your decisions matter more. Be creative with your teamwork and how you approach the problems at each level, there may be more than one way to succeed.

Objective:

The main objective of the game is to get to the end of each level. Some side objectives are to collect as many gems as you can and to complete the level as fast as you can.

Description of mechanics:

The players will have to interact with objects by moving into them and using their active abilities on the right objects to progress. The key objects to be interacted with will be liquids that the slime can absorb to gain new abilities. These new abilities will then help them overcome other obstacles. Each player has restrictions that the other does not. The slime cannot jump or pick up items like keys. The knight cannot go through small spaces or go underwater.

Link to Prototype:

<https://github.com/StevenWenzel32/Knight-and-Slime-Platformer>