Team Grup Conceptual Prototype

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# Theme:

* Exponential
* The theme is displayed within the aesthetic, as well as the growth of player abilities.
  + The universe the character exists in is made of spirals, which expand like the golden ratio. This displays the theme exponentially within the character design, as well as the surrounding area.
  + As the character progresses through the level, their ability to heal the surrounding area grows exponentially. This shows the theme within the gameplay.

# Mechanics:

* **GOAL**: Clear pollutants on every level, to revive the plants on the level.
* Player cleans up pollution by using an ability to “pick it up”.
  + Different abilities are required for different pollution (airborne, ground, water, etc.).
  + Different abilities are unlocked as you clear levels -- you get a new color for each level.
* Plants help the player navigate levels
  + The player “activates” the plant to get the help
  + Plants are colored to indicate life and state of decay
  + Plant-life is limited - they only stay alive a short time until all the pollutants on the level are cleared.
* Once the pollution is gone, the plants change from white/black to very colorful and vibrant.
* Player’s color is a health indicator - the color of the player becomes more muted if they touch the pollutant. Health does regenerate over time.
* Amount of “pollutants” that needs to be cleared scales up per level.
* Player pace increases as they clear more “pollutants” per level.
* 5 levels targeted for design
* Levels are free-explore, constrained by the size of the level

# Win/Lose:

* Win Condition - Clears all five levels of pollutants
* Lose Condition - Passive obstacles can cause damage to the player and if even damage is taken, the player must restart current level
* The win/lose should be very calm, encouraging a model of affect that is relaxed, and happy. The effect we are aiming for with the gameplay is a pleasant game, which does not punish players too harshly for failing certain platforming sections.

# Achievements/Upgrades:

* Grow exponentially more capable of reviving plants
* Learn new abilities to clear pollutants
* Unlock access to higher zones in the level, revealing more of the world to the player

# Innovative:

* Very aesthetic based - bright colors, spirals incorporated into character and level design
* Growth & decay gameplay, which encourages a unique gameplay loop, which encourages experimenting with how to navigate the changing environment.

# Fun:

* Relaxing - this game shouldn’t be overwhelming to the user, and should be playable for all ages; while the game will have challenging elements, it shouldn’t be so difficult that the user has no desire to keep playing
* Friendly - colors and art style of the game should be very inviting; if music is incorporated, it should also be upbeat
* Hopeful - idea of the game is that small actions can make a difference, and that you should help out where you can in order to better your surroundings

# Challenging:

* Managing area traversal while also dealing with plant decay, which encourages players to engage with learning how different plant mechanics can interact. This employs the ‘Theory of Fun’, which encourages an emotional response from learning.
* Requires some amount of spatial management, as the airborne threats restrict movement of players. This encourages an increase in challenge over time, using the theory of flow that has the challenge in navigation increase as the game progresses.

# Prototypes:

* Character movement
  + This prototype should implement the basic movement the player will use when navigating the world. This should include idle, moving, jumping, and falling. Additionally, this prototype should include the character sprite animation.
* Plant decay and recovery
  + This prototype should include the behavior of plants when they are revived, and how they decay over time. The initial prototype will be very basic in its animation, and show the basic functionality of the interaction between user and plants.
* Hazard removal
  + This prototype should display how the player will interact with level hazards, and pollutants. It should display what standard pollutant types there are, and how they are cleared by certain powers.
* Larger power range
  + This prototype should establish how the progression of the player abilities will grow, as the player progresses. It should show that there is a clear exponential growth in the ability to revive plants, as well as clear certain hazards.
* Plant animations
  + This prototype should display more complicated plant animations, and should be implemented as the game is further in development. It should include plant movement when the player walks past, a wilting animation for plants that are decaying, and a passive plant animation that implies a gentle breeze.

# Aspect to Implement from GDC

Plusminus

* The ways that the environment interacts with other items in the environment creates various solutions to an area.
  + Pollutants can interact with plants, and accelerate decay if contact is made
  + Revived plants can actually clear certain pollutants, which allow for free movement
  + Certain plants, when restored in tandem, can create tandem effects which allow for a unique movement

# Concept Art

