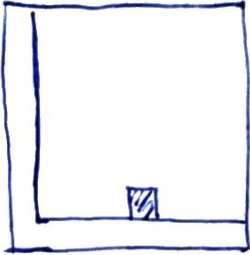


# ## Axion's Journey ##

Player:



Mainloop

Fall

Walk

Jump

update POS

Fall

subtract GRAVITY from y-velocity

if y-velocity < TERMINAL VELOCITY

Set y-vel to TERM-VEL

add 1 to airtime

Walk (inputs)

if forward in inputs:

add to x-vel

x-vel \*= friction

if airtime > 3

low friction

low walk speed

Jump (inputs)

if Jump in inputs and

airtime < coyote time

Set y-vel to jump height

update POS

update x-POS

check X collisions

update y-POS

check y collisions



Check X collisions

Get tile at all corners

if colliding:

Set left to wall right

or

Set right to wall left

then

Set x-vel to 0

Check y collisions

Get tile at all corners

if colliding:

if going up:

Set top to ceiling bottom

if going down:

Set bottom to floor top

Set airtime to 0

Set y-vel to 0

needs a NAME and a GIMMICK

Wall jump? meh, basic. NO

double jump? meh, could work

midair dash? difficult, no

gravity swap? meh, no

dimension swap? unnecessary no

teleport? difficult no

refreshing double-jump? YES!

blocks collected to refresh

mid-air

NAME

non-binary

no race

original

Axion

boss fight?

only if  
there is time  
(not likely)



Gimmicks

- Bouncy blocks

- Death blocks

- water blocks(?)

- double jump refresh

- Checkpoints

- Story blocks

- EPIC MUSIC

death blocks, what form?

lasers? very linear

lava? doesn't float

Spikes? difficult hitbox

Basic? works for now

# Pseudocode

Jump (inputs) w/ double jump

if jump in inputs and (airtime < coyote time or (double jump not used and jump released from first jump))  
set y-vel to jump height

an integer so it can store multiple air jumps  
↓

## Checkpoint

constructor

claimed = false

color = base color

claim (Player object):

Set claimed to true

Set Player's spawn x to this x  
same with y

Set new color

de-claim(): ← call on event

Set claimed to false

← Pygame event  
(Checkpoint)

## Player

death():

death event

Set death frames to 100

reset():

Set x to spawn x

Set y to spawn y

## main()

when death event:

Set dead to true

if dead:

subtract 1 from death frames

if death frames = 0:

ded = False

reset() Player

Checkpoint Check touching (Player)

check the following:

player x + 19 > this x

Player x < this x + 19

player y + 19 > this y

player y < this y + 19

if an x and y are true  
and not claimed:

claim (player)

# The Story

Axion goes on a journey to find something. What is he seeking?  
A treasure, knowledge, himself, a friend!!!

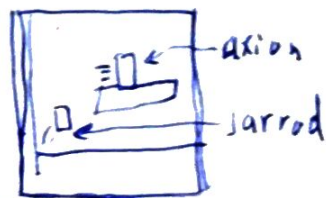
His friend is reported missing. RED he goes on a journey to find [friend's name] and soon finds out he has left notes. Following the notes he eventually finds Jarrod has turned evil. Jarrod causes the darkness to come into the world in a very time-based level. However, Axion remembers he brought with him the [object that is bright] that purifies the darkness in Jarrod. The two are re-united and the credits roll.

## Cut Scene 1

Axion and Jarrod are best friends. They love to do Parkour together all the time. They have gotten very good at it over their lives.



One day, Axion wakes up and cannot find Jarrod. He looks around for a while, but can only find a note left behind.



"Axion, I think I have stumbled upon something amazing. I need to check it out. It may be dangerous, so you will probably need to follow me. I will leave behind notes for you to follow."



## Level 1

Something "how amulet  
here" ←

"It came to me in a dream, something holding great power."

"I felt a strong urgency that I should follow it."

## Level 2

"It's stronger now, the presence of the something. I know this will be big."

"There seems to be something here. I am going to go to it, since it's probably the thing summoning me."

## Level 3

"I am not feeling so good about this anymore. Something's wrong."

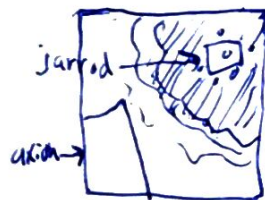
"I can't turn back anymore. I have to keep going."

Axion  
CUTSCENE 2

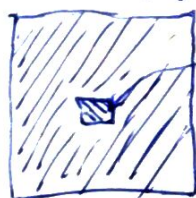


Axion found Jarrod, but something was wrong. He was surrounded by darkness. It appears that he had been consumed by whatever he had been chasing all this time.

The darkness was spreading quickly. It was not just dark, however, it was energy, Axion needed to escape.

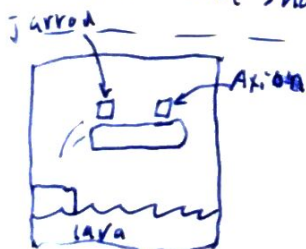


CUTSCENE 3



The darkness had spread everywhere. There was nothing left. All hope was lost, for how could Axion salvage his friendship now?

Suddenly something lit up. It was the amulet! The little thing that seemed of no use may be the real solution. Axion pulled it out and shone it up high. It illuminated everything.



Jarrod and Axion, to this day, parkour around their world happily.

ROLL CREDITS

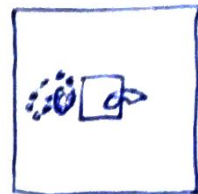
## Attempt 2 (as story)

### Outscene 1

Axion and Quaternius are allies, partners, and best friends. They loved to go on adventures together, exploring the limits of the world, as well as their parkour skills. They jump over pits, through narrow tunnels and up steep mountains.

One fateful morning, Axion finds that Quaternius is nowhere to be found. Axion looks everywhere for him, only finding a single note with a package attached, containing a glowing amulet.

"Axion I need help. I am about to be taken away, but I managed to escape and buy myself some time. I am leaving this amulet to you, since it would be taken away otherwise. It grants the power of one air-jump, and I know it will help you greatly."



So, summoning all his confidence, Axion headed in the direction of the dark clouds.

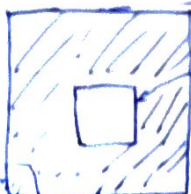
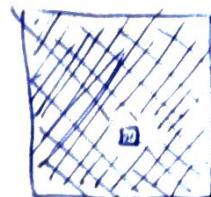
### Outscene 2

As he turned the corner, Axion found Quaternius. However, it appeared he was fake as his friend had turned a different color and was surrounded by a cloud of darkness.

Quaternius said nothing but the clouds around him started expanding. The evil energy could be felt very strongly, so Axion knew it was time for him to escape.

### Outscene 3

The darkness spread to every last corner. Nothing was untouched by its pure evil. All hope was lost.



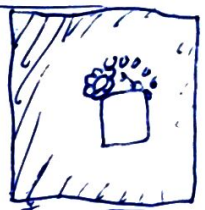
Quaternius came closer to Axion. It was his body, but it wasn't him. This could be the end. After all, what was there to do?





\* flash this \*

Something lit up. Axion pulled out the amulet, and sure enough, it was glowing! He reached it high above him, and the world was illuminated.



The corruption that had taken Quaternius over was suddenly cast away. Whatever evil that was present before was no longer there. He was back.

The dark clouds parted to give way for the light of the world. The sun, the clouds, the birds, and the sky all returned.



Axion and Quaternius went back to their exciting lives of adventure. One mystery remained unresolved, however... Who and what was that source of evil?

ROLL CREDITS



## Pseudocode

Class StoryBlock (Block):

constructor (x, y, hitbox blah blah, message)

set variables, set text block object

set message to message

Class text block:

constructor (message)

set message to message

↳ function create text (frame count)

create rectangle (text box)

index = 0

string = ""

while index is less than frame count

if item[index] of message is "~":

Simply pass

if it's "<"

add a newline

← otherwise, add character found

create a pygame text render of string

get\_rect and move to center-bottom of screen

return text box, text object and text rect

function draw text (frame count)

set text box, text object, text rect to create text(count)

pygame draw text box

pygame blit text on text box

function check touching player (player x & y, camera pos, screen)

based on player x and y, if it is touching:

draw "Press E" text above

return True

otherwise

return False

function draw text (frame count)

draw text of object (frame count)

class FogBlock:  
constructor

function spread(level)

if index above is not in fog blocks list of level  
and is not a solid block:

level.add a block above (index above)  
do for up, down, left and right

class level:

function add fog block (index)

add index to fog list

create a fog block object with buffer of 2 frames

COLOR CODES:

Axion - (80, 80, 255)

Sky - (142, 253, 255)

Quaternius - (255, 0, 0)

Evil - #FF2071 (255, 40, 121)

Fog - (50, 0, 22)

Amulet outer - silver

Amulet Inner - orange yellow (same as airjump)

Player Stats

jump height 4

d-jump height 9

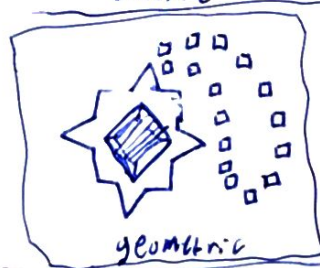
tr-jump ht. gtr 13

jump distance 11

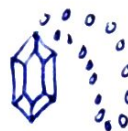
Amulet design



generic



geometric



elongated hexagonal



Class Windblast (Block)

constructor (variables, direction)

Set variables

Set strength & direction

check touching player

same as others

push player function.

if direction is up:

sub strength from player's y velocity

if down:

add strength to player's y velocity

do left and right too

---

if type is particle:

Set x and y pos & velocity

Set offset to random

set lifetime

set color

set direction

loop

add to x or y depending on direction

change x or y by  $\sin(\text{lifetime}) + \text{offset}$

change lifetime by -1

Summon  
particles as well

obstacle ideas

