The **synopsis** of our game is: you are a thief named **Arsene Plankton**. You must steal a lot of money and 6 *Light Eggs* from Flooze Manor to **save your son**. (It is inhabited by rich old ladies with their kids who are served by Alfred Buthler)

**DESIGN INSPIRATION**

We wanted the game to be **funny** and make people laugh.

We **achieved** this through the **modeling** of the **enemies** and the **sounds** we chose. We also **drew inspiration** from Katamari Damacy, a game where you **collect stuff** by **sticking** it to a giant ball.

**3C CHARACTER**

Our character is Arsène Plankton, a **plankton** with a **mustache** (he **spends** a lot of time **grooming** his mustache).

He is polite, efficient and a famous **gentleman** thief.

He must steal loads of money to save his son’s life

**Risk / Reward** as the core of our game

**Reward**:

* When you are **small**, you are **faster** and you can **avoid enemies** easily
* Being **bigger** allows you to **open paths** by **triggering** **plates** and **score points**
* If there is a **danger** nearby, you can drop your pile of gold to escape

Environment

**Collect** **cold** will impact the **environment**: **gaining** or **losing** **weight** allows the player to **reach different paths** and **interact** with different elements

* Activate pressure plates!
* Push doors and bookcase
* Climb in vents!

**Enemies**:

They all have different **parameters**:

* Granny with haircurlers: **slow** and **steady**
* Alfred has a bowtie: **interact** with the environment,
* Keed wears a propeller hat: **fast** and **forgetful**,

**Scoring**:

* Have a **lot of money**: coins, ingots and the Light Egg (main goal) to  
  finish the level
* Percentage of **level completion** displayed in the **hub** by ingots
* **Evolutive** hub: shows money collected in the levels