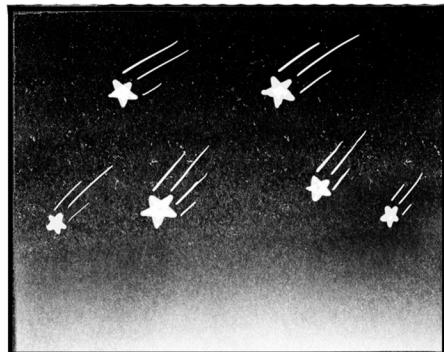


STAR CATCHER MECHANICS

A PLOT

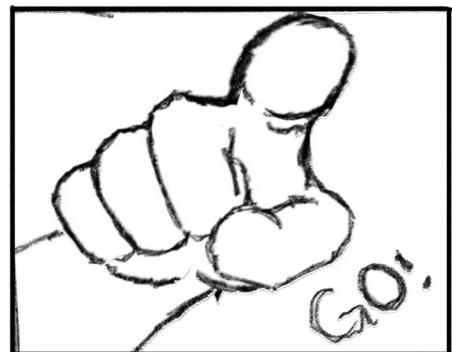
The Stars are falling



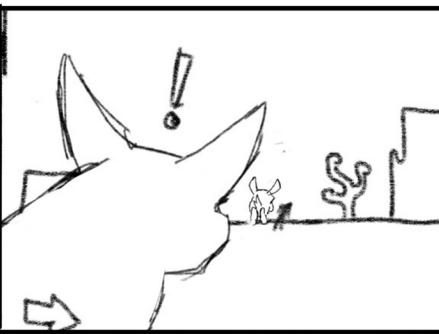
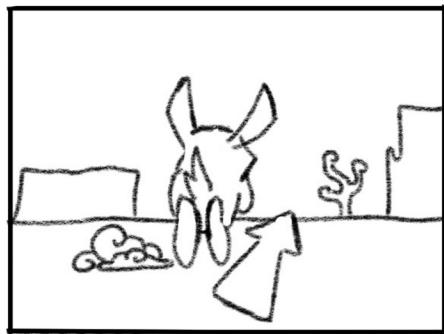
You must retreive the stars



Go! Retreive the Stars



Rabbit goes...



A mysterious foe..



THE STORY (in Short)

One night the stars in the sky begin to fall. The God (unambiguous as player never sees his face), sends his servant, the rabbit to retreive the falling and fallen stars. It is unclear why the stars are falling but as the rabbit races off into the night, we see the face of the wolf looking off angerilly, suggesting that he is the one behind it all.

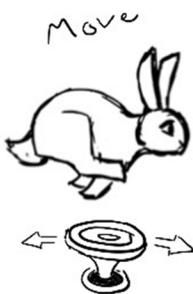
FEATURES

- * The Hero
- * Three Kinds of Stars to collect. White, Red, Blue
- * Enemies - Four Kinds (maybe more), Wolf, Scorpion, Dragonfly, Lizard
- * Areas, Chase Area & Exploration Area
- * Music Differences

THE HERO - RABBIT (or whatever)

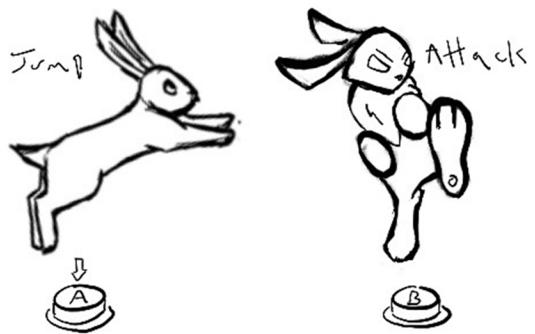
The Hero's job is to collect stars and get to the end of the level while fending off monsters and traversing obstacles.

MOVE - Horizontal (Movement allows the rabbit to move along)



RUN - Double Tap Horizontal (activates running)

JUMP - A Button (hero hops into the air twice it's height)



KICK - B Button (no game is complete without some way of fighting back)

Notes:

Because Rodayne was concerned with using the Black God as a character, I decided to play with julias idea replacing the Black God with a rabbit.

ITEMS

Stars - The way of gaining points in the level. There are a set number of stars (in value) in each level. (100 or something) There are three different kinds of stars that have different movement patterns and values.



Stars (white) - Stationary stars, that either float in the air or sit on the ground, or are dropped by enemies. Worth 1 star.



Falling Stars (blue) - when the player reaches certain points in the level it will trigger a falling star. These fall along a diagonal line. Upon reaching the ground, they bounce once, then fall off screen, out of reach forever. (these provide an element of urgency to players who wish to collect them all) worth 3 stars



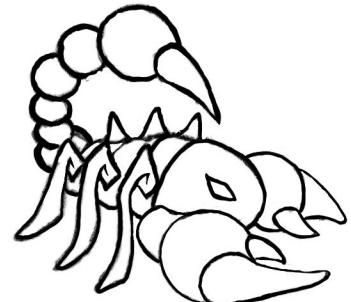
Wandering Stars (red) - These Stars move independantly or in relation to the player. The star may run away from the player or simple on a set path. worth 2 stars

ENEMIES

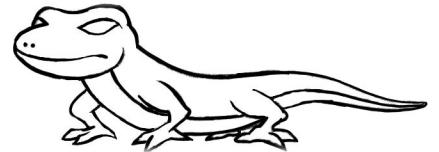
All enemies have different movement patterns as well as ways to kill them. A defeated enemy drops one white star. Enemies can be destroyed by an attack from the player or by being jumped on by the hero.

Damage - When a hero is damaged by an enemy the hero drops 1/2 of their stars rounding up. If the player is hurt and has no stars, the player dies, and resets to the beginning of the level.

Bouncing - When a hero jumps off of an enemy it will be like providing the hero with an instantanious second jump from the top of the enemy. This could be useful in helping the hero to reach a harder to reach area.



Scorpion - Moves Horizontally until it hits a wall or a cliff edge. Scorpions can only be killed from behind with an attack. touching one from any other angle will damage the player. (see red koopas)



Lizard - Moves along the surface of a platform. Though it can be killed with an attack or a jump, the Lizard is more difficult to kill when it is upside down. (see buzzy beetle)

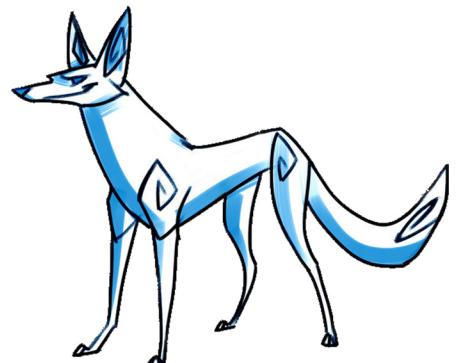


DragonFly - Moves in a specified path.

Up & Down Right & Left Circle Pattern

Because it can fly, it is difficult to kill it with an attack but jumping on it works very well

Wolf - Targets the Hero. This means the wolf comes straight for the hero where ever they are. The wolf cannot be killed, but it can be stunned for a second by an attack or a jump. The wolf only appears in the Chase areas of the game.



The wolfs movement is horizontal, but it will not jump onto floating platforms. If it does however reach a wall, it will automatically try to jump up it to get at the hero. The wolf is not able to pass through small openings that the rabbit can.

Gameplay & Zones

Two different types of basic gameplay areas may exist within in a level. The Exploration Zone where the hero is free from elements that are reacting directly to the player and the Chase Zone where certain elements are. i.e. the Wolf, or a wandering star that happens to be running away from the player.

Within each level the two different kinds of areas will exist one following another. In both there will be stars and enemies.

Notes:

the gameplay might make more sense if we used the Chase Zones as exclusive portions of certain levels, or Mini-Bosses.

the wolf would actually make a very good Boss Fight if we wanted to make something like that.

Music Rythm Dynamics

If there is a specific Chiptune for the gameplay it might be interesting to create a second chiptune of the same song, but faster and more frantic. We could switch the tune out depending on the Zone.

Exploration Zone

Chase Zone

