

# Clifftop Climb

Trim Lafleur Games

**Target Audience:** 10 years and up

**Gamer Type:** Casual

**Target Platforms:** PC

**Genre:** Climbing, Platformer

**Number of Players:** 1 player

**Projected Release Date:** August 14<sup>th</sup>, 2022

## Concept Image



**Elevator Pitch (High Concept Statement)**

There's a certain thrill that comes from scaling the heights of the world. It brings excitement and fear from the danger and challenge! Like a chimp taking to the high ground to get the advantage over predators and prey alike, it's in our nature to scale peaks that taunt us.

However within the society humans have fostered, not everyone is connected to that desire to cling and climb, and so what if there was a way to experience those raw emotions in a more familiar and safe environment? Perhaps a game on a PC can fulfill that as a player meets those challenges to scale the heights of the world, escaping perilous dangers and getting the rush of excitement in finding success through reaching the peaks?

I would see a 2D game that presents the player with these ever increasing peaks, ready for them to jump, cling, dodge and evade the dangers so that they may find new fields to forage for food and shelter in a setting not too dissimilar to our race's ancient history. With Crumbling terrain, wild animals and rival clans attempting to stop you.

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**Feature Set (Pillars of the Game)**

- Jumping
- Climbing
- Consumables restoring health and stamina
- Dangerous terrain
- Enemy npcs
- Scoring
- Ranks

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**Design Influences**

The influences of the game can be seen from Breath of the Wilds emphasis on climbable terrain and hard to reach materials on that terrain. It also is inspired from the sense of scale and verticality games like Marvel's Spider-Man and inFAMOUS Second Son are known for.

To differentiate the experience from those games, it would involve making the act climbing more perilous and intense with constant threats coming at the player. It should encourage the player to get creative with how they choose to take on the challenge by providing an overview of the entity, formulating a plan of attack, and then executing it.

Some real life experiences come from the sport of Free Soloing/Climbing to reproduce the intensity and thrill of scaling tall heights with nothing but our own hands and wits.

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graph TD
    Start((Start)) --> LoadMenu[Load Menu]
    LoadMenu --> NewGame[New Game/Load/Level Select]
    NewGame --> Climber[Climber Player]
    Climber -- "Walk/Run to Find Climb Start Point" --> Landscape[Landscape]
    Landscape -- "Continue & try Again" --> Mario[Mario's head]
    Landscape -- "Begin Climbing" --> FindPowerups[Find Powerups]
    Mario -- "Lose all health" --> Fall[Falling]
    Mario -- "Take damage and try again" --> FindPowerups
    FindPowerups --> ReachPeak[Reach Peak/End of Level]
    ReachPeak -- "Claim more sustenance" --> Sustenance[Sustenance]
    ReachPeak -- "Continue climb" --> Encounter[Encounter Enemies/Hazards near peak]
    Encounter -- "Evade dangers while climbing" --> Evade[Evade dangers]
    Encounter -- "Get hit and fall" --> Fall
    Evade --> ReachPeak
    Fall --> Mario
    Sustenance --> ReachPeak
    
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- Green Light Features (High Priority)
  - Climbing Controls
  - Jumping
  - On-Foot movement
  - Enemy and environment obstacles
- Yellow Light Features (Medium Priority)
  - Cutscenes
  - Rankings
- Red Light Features (Low Priority)
  - Multiplayer (Coop/Competitive)