ColorBlind GDD:  
 **Title**  
*ColorBlind*

**Short Description**  
*You world has lost all of its color. Your name is Ray and you are the only person who can bring color back to the world. Use your lightflash and your colormorph ability to traverse the desaturated kingdom and return the world to normal. You must be the same colour as the platform or else you will fall through to the beginning of the level. But beware, you can only be a certain colour for a limited time...*  
**Game Type/Genre**  
*2D Side-scroll/Platform*  
  
**Scenario**  
*A monochrome kingdom composed of platforms*  
  
**Long description**  
*Somebody has turned off all of the color in the kingdom, making everything in sight grey and white. Your name is Ray and you are the sole person in the land that can change his color at will. Ray’s other special ability is his brief but powerful lightflash. Using it, he can make the platforms in the game show their true colors and absorb the colors they are not. But in order to traverse the kingdom Ray must climb the platforms while making sure that he is the same color as the platform. If he is, then he won’t be absorbed by the platform and fall through it. However, the lightflash isn’t on forever and must be recharged by time. Not only that, Ray can only be a certain color for a few seconds. With these tools the kingdom must be restored and it is Ray’s job to get to the bottom of this mess.*  
  
**Game System**



*Apart from the end of level doors, everything that Ray can interact with including himself is white. In the presence of the lightflash the platforms become either coloured, black or shadowed platforms which reflect light. Black platforms can be stepped on no matter what color Ray is. Coloured platforms can be stepped on whenever Ray’s color matches the platform’s. There are four colors available to Ray: Red, Blue, Green, and Yellow. The shadow platforms are platforms which emit their own light, leaving him unable to step on it as it does not reflect color therefore he falls right through it. Ray can jump up and down and move left and right. Whenever he changes his color he has about 1.5 seconds to stay that color and after the time has passed he will return to being white. He not be able to change his color for 0.3 more seconds after this. The lightflash on the other hand is on for 0.5 seconds, so that Ray can see and remember the colors of the platforms so as to know what color he can become. (mechanics yet to be finalised). Finally, (and this is a more complicated concept that is hoped to be achieved later on) if Ray is hit by a third party object, he will lose his color and all to the beginning of the level. If there happens to be a shadow platform there as he falls, he will fall through it and lose his life, presuming that there are no more solid platforms underneath it.*

*The primary object in the game is Ray, an animated stickman. The secondary objects are the platforms. (In the beginning stages of the game, the only other object is the door at the end of the level, which Ray enters at the top of the room.)*

*There will be keys pressed which will fire certain actions for those events. The current plan is to use the left and right directional buttons to move in the aforementioned directions, the spacebar to jump, the W key to be Red, the A key to be Blue, the S key to be Green and the D key to be Yellow. The Up directional key is reserved for the event where Ray comes across a door. This key will allow him to enter the door and end this level, automatically starting the next one.*

*At the start of the game, Ray is given three lives. If he falls through a shadow platform and there is nothing solid beneath him to catch him, then he will lose one life and subsequently restart the level. When Ray has lost all of his lives, the game will be over.*

*As for the lightflash, the key to be used for that is the F key. When the light is on, there will be an action listener which will tell if the light has come in contact with the platform. If it has, then that platform will show its true colors.*

*The Game system is very simple.*  
 **Room Map***The game is linear so imagine you are going upsatairs and on every floor you come to, there is a room which you have to hop around in, while trying to beat the puzzle. There is no need to know what the next room will look like or what is size will be, all that matters is getting to the top of it.*  
 **Title and Information Screens**

*Due to being on the prototype currently, priorities are currently set there. It would be very nice to have a title page and other things as such but if that happens, it will be later.*

*Describe the organisation and navigation structures surrounding the 'non-game' pages:the title page, the end game page, the help page, high score page...*  
  
**Audio Requirements**

*At the moment, audio is not a priority.*

*What are the audio requirements of the game? Background music, alert sounds for particular events or actions, general backbround noise?*