Mechanics/Game Elements

Movement

Left/Right – (A) and (D) keys

Jump – (Space) Only once until Raven lands again

Veil Jump – (W) character sprite halves in width, elongates and pulls her straight up (used while in the air or on the ground) This allows Raven to pass through certain small gaps in the level. Only usable once until Raven lands again.

Temporary Invincibility – (S) the same animation as Veil Jump, but Raven is unable to move while the button is held down. Enemies cannot hurt her while in this form

Interact – (F) In areas where the planes can be traversed, and with objects that can be interacted with, this does that

Enemies

Ghouls – attached to floor/wall, set movement (back and forth). Kills Raven on touch.

Ghost – Floating in the air, with line of sight to Raven begins following her. If line of sight broken, return to spawn position. Kills Raven on touch.

Skeleton – Stationary, fixed points in level. Throw bones in set parabola at set intervals. Bones kill Raven on touch.

Hazards

Green Goo – attached to floors/platforms/walls. Kills Raven on touch.

Yellow Goo – progressively slows Raven down. If her speed reaches 0, it kills her. (animation pulls her under)

Other Mechanics

“Traversing the Veil” – This ability, usable in specific locations, will transport Raven from her current plane and into the next one. Pressing the F key while in these areas does the following: Freeze Raven in place; Begin Raven’s teleportation animation; Fade out current plane; Move next plane to current position and recolour; Finish Raven’s teleportation animation; Unfreeze

Rotating The Planes – When certain objects (levers, etc.) are interacted with, a certain plane (color coordinated with the lever) in the level is rotated 90 degrees counter clockwise (or whatever Mike needs for his design)

Raven’s Commentary – Periodically, Raven will speak about her environment/situation/etc. This freezes all agents in the game (but standing animations continue) and a dialogue box will pop up. Press any button to move through dialogue, and once dialogue is finished,