

Intro : Purple

Screen Shake No Ink?

Sticky !

Wall Jump !

Object Sticky !

Can Use Leg !

Intro Section

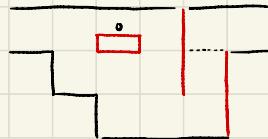


4-1



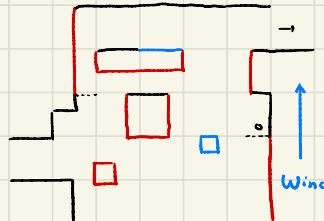
Just Purple : Slow u down

4-2



Can Wall Jump !

4-3

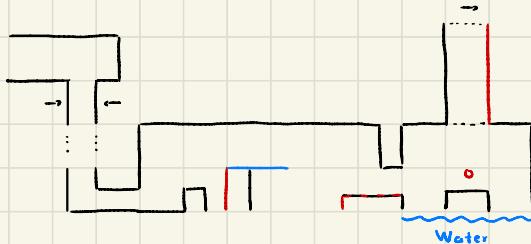


Master Wall Jump
and understand Wind

(Something to show purple + box)

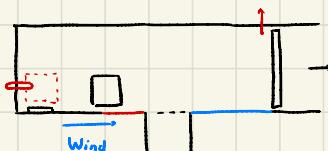
Color Section

4-4



Player Movement

4-5



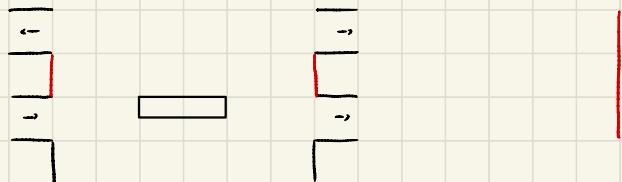
Touching purple point
& surface sticky

Idea : Celeste ◊

4-6



4-7
(Center)



Can wait at trail

结合：风，紫色，箱子，开关，黑色



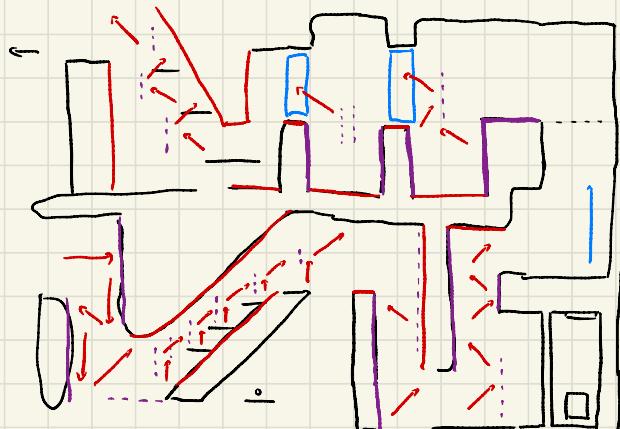
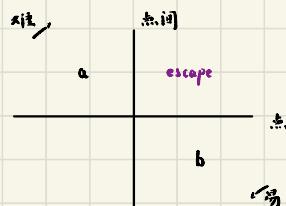
若不管箱子，只给紫色，做一些缺东西的 Wall Jump 关

做 2-3 个 U 形区域与 1 个 Escape 区域

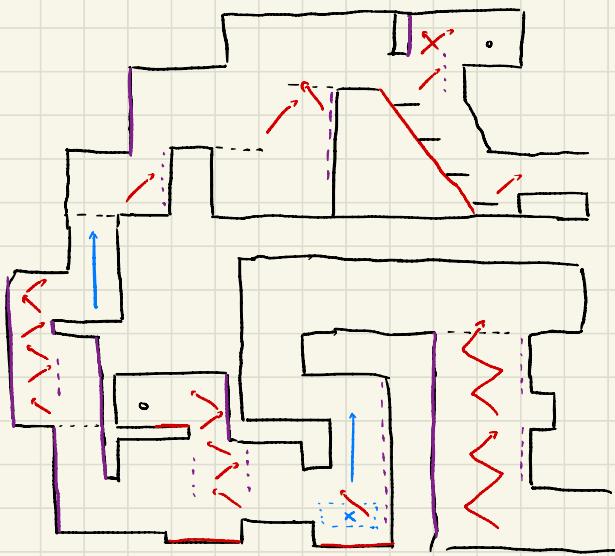
紫色只能 Wall Jump

画量随设计

- a. 落脚点安全但每一步危险
- b. 简单操作但没落脚点



在紫色与黑色间闪烁？



Escape Section

迷人幻影

对时间有要求

必需用紫色与 Wall Jump

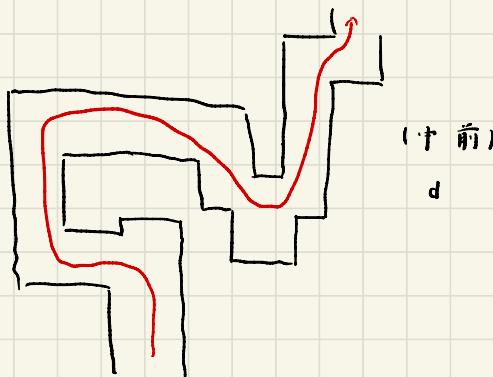
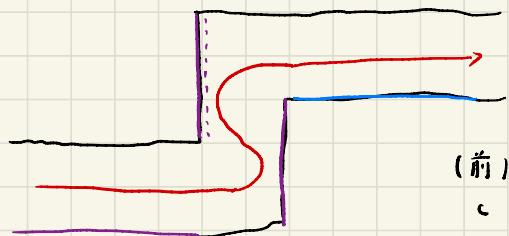
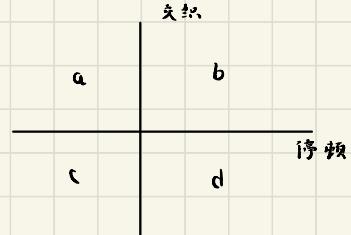
毫秒非常 Tense

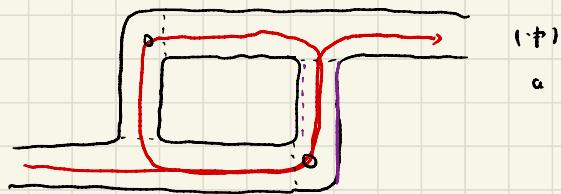
总体而言向上逃生

对路线有要求

路线需要交织在一起 (Micro, Large)

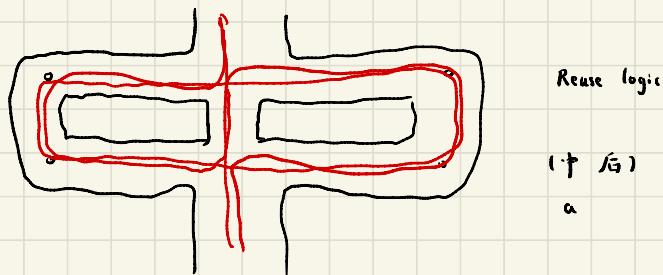
地图能溜鬼





(↑↑)

a



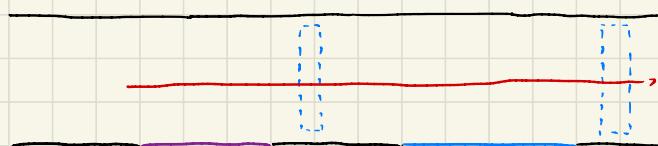
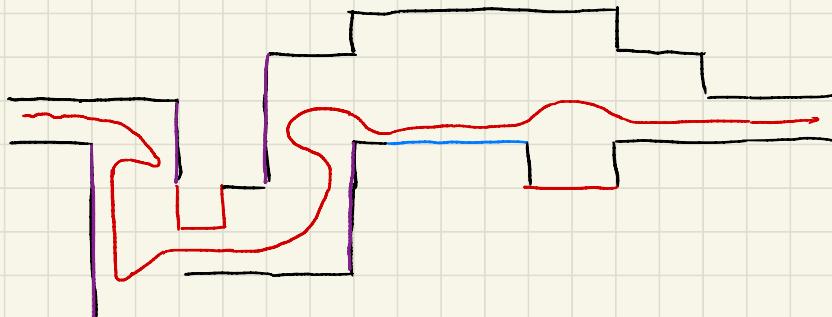
Reuse logic

(↑↑ ↓↓)

a

(cool down)

c



outside

Camera Zone

No Draw

禁

影子重生

Switch Respawn

Atrium

Respawn Zone

风 + one way

fountain

Stamina Wheel

功能：若有某个的值则显示

若选中该颜色则放大，放最中间



对每个的逻辑

1. 以 100 为 基 础 显 示 剩 余 少
2. 判 断 有 无 激 活 (是 否)
3. 在 不 同 位 置

不 变 位 置：在 1, 2, 3, 4 激 活 时 各 自 位 置

或 只 用 α

变 位 置：若 用 不 同 Sprites 那 没 法 Transition

用 圆 + 抱 可 能 可 以