

Plural Platformers - Progress report

Originally titled Get to the Flag, a basic platformer, but now you're controlling more than one avatar at the same time.

Major Updates since initial prototype:

- Added avatars
- Added "Mirrored" movement
- Added 3 levels
- Added Clearing level condition (collect all yellow balls)
- Added level transitioning
- Fixed bugs related to jumping and collision

Currently the game has 3 levels:

The 1st level has 2 avatars that move parallel-ly, with unparalleled obstacles.

The 2nd level has 2 avatars that have vertically mirrored movements.

The 3rd level has 3 avatars: 2 moves in parallel and 1 moves in vertically mirrored motion.

Here are the plans for the more levels:

- Level 4: Opposite gravities (2 avatars with horizontally flipped movements)
- Level 5: Reversing gravity (an item that changes gravity when it touches the player's avatar - could be a puzzle with a carefully designed level)
- Level 6: Portals (a teleportation mechanic)
- Level 7: Portals - but a harder level
- Level 8: Gravity changing portals(or portals and gravity changing items)
- Final level(?) : Boss fight?

*level designs are not final and will change drastically during development and with more playtesting

TO DO ! (from high to low priority):

Here are my plans for the next steps of development:

- Complete above mentioned levels
- Fix the level design!!!!!! (make each level slightly longer and actually fun) - require a lot of playtesting.
- Make a Start screen and End screen

- Visual/audio feedbacks (SFX/VFX when touched the spike/ collected a yellow ball/ passed a level)
- Visual cues for Avatars that moves differently (maybe make the avatar that has mirrored movement a different color or something)
- Better UI
- Maybe make the restart option restart the current level instead of the whole game
- Implement art !!!!!!!!! (or at least change the color palette for each level, like add color into the constructor of each class)
- Give an interesting title and theme to each level

TO DO ? (from high to low probability)

Ideas that may or may not make it into the final game:

- Background music and everything sfx
- Enemies: just like spikes but with automated movements
- A backstory??????? (not sure how but...somehow.)
- Player lives / death count / count-down timer
- Timer + score tracker (for speedruns)

(new) Sneak Peek on current development on art/story



Story concept (spoiler alert!):

The story takes place in this multiverse where these bunnies(player) try to eat the berries, but the berries are sentient and has been living in fear, but they have not been given a run() function, but in the final level all the strawberries in the multiverse merges into 1 giant berry and gained abilities, and the final level will be a quick time event where you play as the strawberry and will take revenge on the bunnies by catching as many bunnies as you can (with mouse click)

~~But This also may not happen in the final game at all~~