

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)

*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)