Introduction

I am proposing a 2D puzzle-platformer game set in a world drained of color, where the player's actions gradually restore vibrant hues to the environment. The entire game world starts as a monochromatic realm, emphasizing a sense of desolation and mystery. By collecting special items—from magical mushrooms to paint tubes, crystals, or other thematic objects—players bring life back to this land, watching each grayscale region slowly transform into bright colors. This proposal outlines the artistic vision, technical considerations, and initial sketches that together define the current direction of my game.

Artistic Vision: *Reviving a Dull World through Color*

The primary artistic goal is to convey a sense of progression through the transformation from grayscale to color. Players begin in a bleak, monochromatic environment, emphasizing a feeling of lifelessness. Each collectible object helps animate the world in bursts of color. Platforms, flora, and background details will gain vibrant hues, underscoring the theme of rebirth and discovery.

By the end of each level—or by the time certain collectibles are gathered—the environment is more radiant, reflecting the player's accomplishments. This color shift not only motivates the player to keep exploring but also symbolizes restoring life and energy to a dormant land.

Character and Collectible Ideas

I am still exploring which character to finalize, but the mechanic remains the same regardless of the main character or object companion. In any of these scenarios, the collectible items might be mushrooms, paint tubes, magical crystals, or flowers—each strongly tied to the theme of introducing color.
Some possible approaches are:

- A **forest sprite** collecting mushrooms that emit colorful spores, bringing plants and platforms to life.

- A **living paintbrush** or blob of paint that splashes color each time it finds paint tubes scattered across the level.
- A **magical creature**, or **ghost** using a color-wand, powered by mana crystals, to cast spells that restore color.
- A **chameleon** absorbing color from crystals and leaving color footprints on the platforms it lands on.

Technical Plans and Challenges

The game will be built using **JavaScript** and the **Phaser** game framework. Phaser is well-suited for 2D platformers, offering built-in collision detection, sprite animation capabilities, and scene management. I plan to structure the game into multiple scenes or levels, each introducing progressively more complex challenges and obstacles.

- **Core Mechanics**
    - **Movement and Physics:** The player will have typical platformer controls (move left/right, jump), and use Phaser's Arcade Physics for collision and gravity.
    - **Collectables and Color Triggers:** When the player collects a specific item, a function will swap out grayscale assets for colored ones. This mechanic is key to the player's sense of progression.
- **Game Type:**
    - **Platformer Game:** the game will have platforms. The goal is to reach the end of the game.
    - **8-bit:** I am opting for an 8-bit graphic style for a retro style
- **Obstacles**
    - **Hazards** such as spikes, moving platforms, or enemies that might become more (or less) dangerous once color is restored.
- **Challenges**
    - **Phaser Learning Curve**: I will follow official Phaser tutorials and maintain a small prototype first, ensuring I understand sprite handling and collisions.

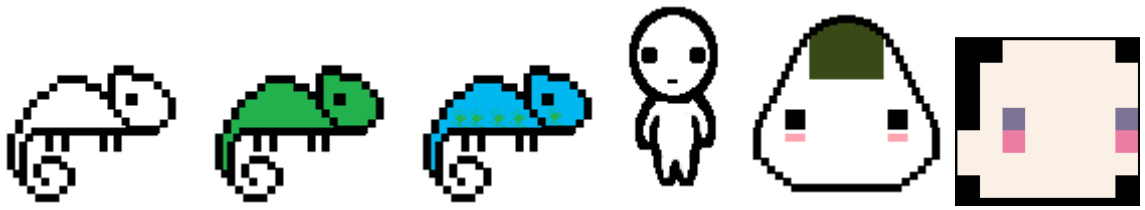
i. **Art Assets for Dual States:** Each platform, item, and background element will need grayscale and colored versions (or a coded tint transition).

- By using this combination of **JavaScript**, **Phaser**, and *maybe* JSON for level integration, the project will demonstrate multiple techniques discussed in the course. Additionally, if I decide to include simple **HTML/DOM** elements for menus or instructions, that will further showcase my familiarity with web development concepts.

Visual Sketches

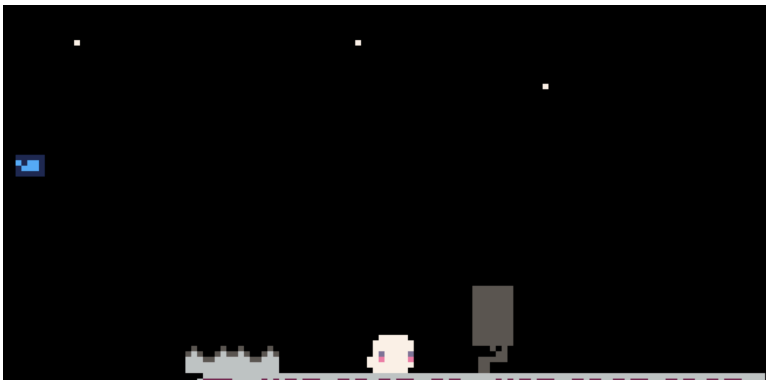
Character Ideas:

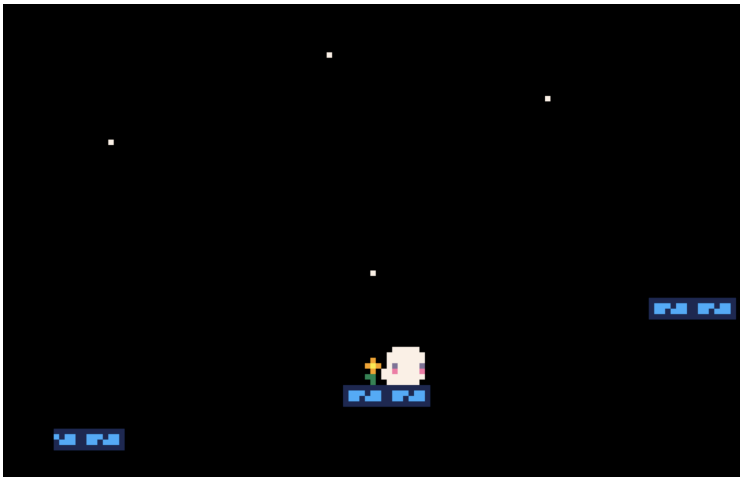
They start as black and white (or potentially transparent with an outline) → and shift to color via the objects

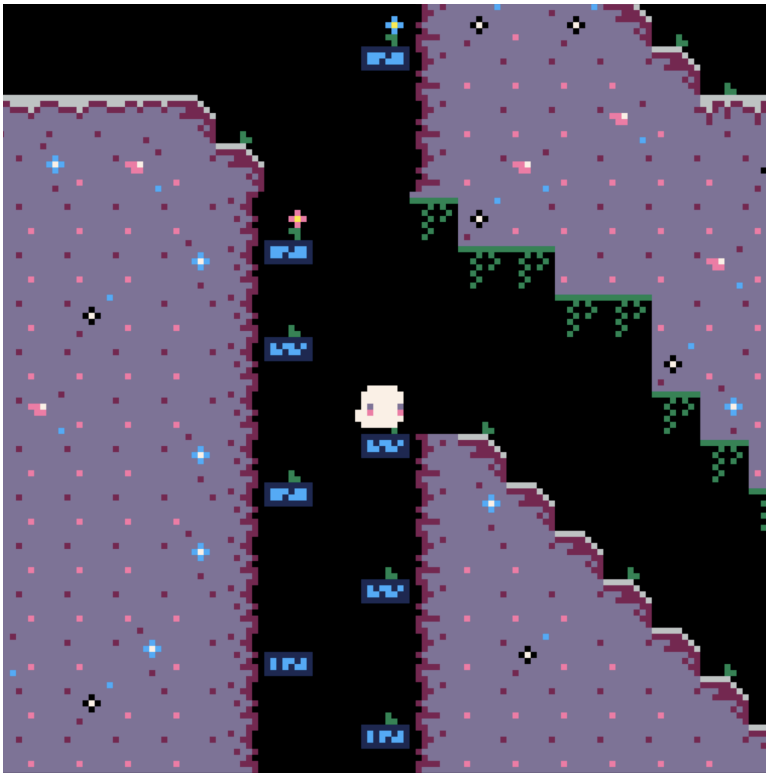


Object Ideas:

Platform Style Concept:







Environment Ideas:

Initial Level Layout (**Grayscale**)

- Platforms: Mostly white or gray blocks, with a darker outline for clarity.
- Collectible Item: A small object with color—indicating it's special.
- Character: A silhouette-like sprite, or perhaps partially gray with minimal color details.

Colorful Environment (**After interacting with object**):

- Upon picking up an item, the nearest platforms become colorful

Conclusion and Next Steps

The game aims to immerse players in a compelling visual transformation, blending the fun of classic platforming with the satisfaction of literally painting life into a dull world. The tension between monochrome beginnings and vibrant endings shapes the core emotional journey, making the color restoration mechanic central to both gameplay and narrative.

1. **Prototype Development**: I will create a minimal level in Phaser showcasing a single collectible and the basic gray-to-color switch.
2. **Further Levels and Content**: Once the prototype is stable, I will expand to multiple levels or scenes, adding more collectible items, puzzle mechanics, and obstacles.
3. **Considerations:**
    a. **Puzzle Elements:** Certain platforms only appear once colored, or doors that only open if the player has collected a specific number of items.
    b. **Challenges:** Add basic enemy AI or environmental challenges to increase player engagement.
    c. **Easter Eggs:** hidden surprises in the game
4. **Final Integration:**
    a. Include a start menu and a concluding scene that reveals the fully colored world. (using DOM/HTML)

   b. Potentially add JSON-based level management

5. **Testing:**
   a. Adjust collision boxes, platform placement, and jump physics for smooth gameplay.
   b. Tweak color transitions for visual clarity and impact.
   c. Ensure performance is stable and code is well-organized.