

## Game Overview

You are a baby pigeon getting ready to fly south for the first time but your siblings are nowhere to be found and you can't fly south until you have the whole family together. Fly with Pogo the pigeon as you find your siblings while simultaneously improving your own flight skills. Avoid obstacles like leaves, bugs and even the possible snake!

Deep lore for those people who are into that kind of stuff: In reality, it's all an elaborate game Mama Bird created to keep her kiddos distracted. But Pogo the pigeon truly believes that he must find his siblings to fly south.

## Game Level Example

The game will be located primarily in the city's park around Mama Bird's nesting tree. But as the game progresses, you will expand from the park to areas in the city like the town hall or the mall for a couple of examples. Each level you will be given a goal of finding a certain number of your lost siblings and then finishing the level with a minimum amount or all of your siblings. For example: find 5 of them but finish with 3.

The reason the player will be able to finish with a smaller number of siblings than the goal is because you have a risk of losing them via enemies or running into your chain. BUT you must have FOUND all of the siblings before you can finish the level.

## Enemy Mechanics

Much like Pokemon or FF7, enemies - such as leaves or bugs - will be objects that you can collide with. Some enemies will follow you, like bugs, while others will just be ones that will cross your path, like leaves. If you collide with an enemy, it will throw you into a battle scenario that will be turn based.

While in battle you will have the option to attack or to evade. The timer will pause while you are in battle. If you choose to evade the battle or you lose, it will make you lose one of the birds on your chain. If you choose to battle, enemies will have the chance of dropping crafting items and armor items. For example, if you defeat a leaf, it could drop a leaf helmet.

## Enemy Types

Fodder enemies:

- Leaves
  - Health: 5, attack: 0
  - Drops: leaf bits (craftable), leaf stem (craftable).
- Flies

- Health: 10, attack: 5
- Drops: fly guts (craftable), fly wings (craftable), fly eyeball (craftable), fly plates (craftable), random health drop with a value of 1.
- Moths
  - Health: 15, attack: 10
  - Drops: moth guts (craftable), moth wings (craftable), moth antenna (craftable), random health drop with a value of 1 or 5.

#### Minion enemies:

- Butterflies
  - Health: 20, attack: 17
  - Drops: butterfly wings (craftable), butterfly tongue (craftable), random health drop with a value between 1 and 10.
- Dragonflies
  - Health 35, attack 20
  - Drops: dragonfly plates (craftable), dragonfly wings (craftable), dragonfly tail (craftable), dragonfly eyeball (craftable), random health drop with a value between 1 and 12.
- Cicadas
  - Health 50, attack 25
  - Drops: cicada plates (craftable), cicada legs (craftable), cicada wings (craftable), cicada eyeball (craftable), health drop with a value between 1 and 15.

#### Bosses:

- Hornets
  - Health 75, attack 30
  - Drops: hornet head (craftable), hornet stinger (craftable), hornet plates (craftable), hornet legs (craftable), hornet wings (craftable), health drop with a value between 1 and 20.
- Hornet Swarm
  - Health 100, attack 40
  - Drops: hornet head (craftable), hornet stinger (craftable), hornet plates (craftable), hornet legs (craftable), hornet wings (craftable), health drop with a value between 1 and 30.
- Snake
  - Health 125, attack 50
  - Drops: snake scales (craftable), snake fangs (craftable), health drop with a value between 1 and 40

## Health and Attack Values

You will obviously have a health bar. Your value will equal 100. Battling enemies is what will create the risk of depleting your health. Each enemy has a chance of dropping some health upon defeat. If your health drops to zero during a battle, you will lose the battle as well as a bird in your chain.

As part of the crafting system in the game, the player will have the opportunity to craft stronger weapons that will increase the player's attack value. The value of the armor the player is wearing will be added to their overall health.

## Currency, Shopping and Crafting

To put it simply, there is no currency in the game. Secondly, the shopping system in the game strictly acts as a crafting system.

Mama Bird will act as your shopkeeper. At the end of each level you will have the opportunity to go to the shop. Everytime you go to the shop there will be different items you can craft based on what craftables are in your inventory.

You will receive craftable items as a drop every time you successfully defeat an enemy. The drops are based on what enemy you attack. These can be used to create armor and weapons. You can bring these crafting items to Mama Bird to have her craft them for you. Crafting items will cost the crafting items necessary for the item.

## Crafting System

<b>Leaf Stem Sword</b>  Crafting material: 1 leaf stem, 2 fly guts  Attack 2	<b>Leaf Helmet</b>  Crafting material: 3 leaf bits, 1 leaf stems, 2 fly guts  Armor 1	<b>Leaf Chestplate</b>  Crafting material: 5 leaf bits, 3 leaf stems, 4 fly guts  Armor 2	<b>Leaf Shin Guards</b>  Crafting material: 4 leaf bits, 4 leaf stems, 2 fly guts  Armor 1
	<b>Fly Helmet</b>  Crafting material: 2 fly eyeballs, 4 fly plates, 4 fly guts  Armor 3	<b>Fly Chestplate</b>  Crafting material: 6 fly plates, 2 fly wings, 6 fly guts  Armor 5	<b>Fly Shin Guards</b>  Crafting material: 4 fly plates, 2 fly wings, 4 fly guts  Armor 3
<b>Moth Antennae Sword</b>		<b>Moth Chestplate</b>  Crafting materials:	

<p>Crafting materials: 2 moth antennae, 2 fly guts, 1 moth guts</p> <p>Attack 7</p>		<p>2 fly plates, 2 moth plates, 2 moth wings, 3 fly guts, 2 moth guts</p> <p>Armor 7</p>	
		<p><b>Butterfly Chestplate</b></p> <p>Crafting materials: 2 butterfly wings, 1 butterfly tongue, 4 moth plates, 3 moth guts, 2 fly guts</p> <p>Armor 9</p>	
<p><b>Dragonfly Tail Mace</b></p> <p>Crafting materials: 1 dragonfly tail, 1 dragonfly wing, 2 moth guts</p> <p>Attack 15</p>	<p><b>Dragonfly Helmet</b></p> <p>Crafting materials: 2 dragonfly eyeballs, 4 dragonfly plates, 2 dragonfly wings, 4 moth guts</p> <p>Armor 12</p>	<p><b>Dragonfly Chestplate</b></p> <p>Crafting materials: 6 dragonfly plates, 2 dragonfly wings, 6 moth guts</p> <p>Armor 15</p>	<p><b>Dragonfly Shin Guards</b></p> <p>Crafting materials: 4 dragonfly plates, 4 moth guts</p> <p>Armor 12</p>
	<p><b>Cicada Helmet</b></p> <p>Crafting materials: 2 cicada legs, 4 cicada plates, 2 cicada eyeballs, 4 moth guts</p> <p>Armor 17</p>	<p><b>Cicada Chestplate</b></p> <p>Crafting materials: 2 cicada wings, 1 cicada leg, 6 cicada plates, 6 moth guts</p> <p>Armor 20</p>	<p><b>Cicada Shin Guards</b></p> <p>Crafting materials: 6 cicada plates, 4 cicada legs, 4 moth guts</p> <p>Armor 17</p>
<p><b>Hornet Stinger Daggers</b></p> <p>Crafting materials: 2 hornet stingers, 2 hornet legs, 4 moth</p>	<p><b>Hornet Helmet</b></p> <p>Crafting materials: 1 hornet head, 6 moth guts, 2 hornet wings, 6 moth guts</p>	<p><b>Hornet Chestplate</b></p> <p>Crafting materials: 4 hornet legs, 6 hornet plates, 2 hornet wings, 8</p>	<p><b>Hornet Shin Guards</b></p> <p>Crafting materials: 4 hornet legs, 6 hornet plates, 6</p>

guts Attack 25	Armor 20	moth guts Armor 25	moth guts Armor 20
<b>Snake Fang Great Sword</b>  Crafting items: 1 snake fang, 4 hornet legs, 6 moth guts  Attack 30	<b>Snake Helmet</b>  Crafting materials: 2 hornet stingers, 6 snake scales, 2 hornet wings, 8 moth guts  Armor 25	<b>Snake Chestplate</b>  Crafting materials: 4 hornet wings, 8 snake scales, 4 hornet stingers, 10 moth guts  Armor 30	<b>Snake Shin Guards</b>  Crafting materials: 6 snake scales, 4 hornet stingers, 6 hornet legs, 8 moth guts  Armor 25

### Flying in the Game

Since Pogo is a baby and he is still perfecting his flying technique, he can only fly for small periods of time. The player will have a bar on their screen that will indicate the length Pogo can fly for in seconds. This bar will also act as a cool-down meter to tell the player how long they must wait until they can fly again. As the player levels up, the amount of time Pogo can fly for will increase.

### Level Design

The game will be set up in different areas with different levels within those areas. For example, the first area the player will start in is the park. When the player is in these larger areas, they will have the opportunity to farm for crafting items from enemies or to go to Mama Bird to craft different items. They will NOT find any lost siblings in these areas.

While the player is wandering these areas they will be able to go to the different levels that are available. For example, if the player is in the park, one of the levels would be the playground set. In order to start this level, the player would simply need to move Pogo over to the playground set.

When the player is in a level, this is where they will have to complete puzzles, battle enemies, defeat mini bosses and bosses in order to find their lost siblings. The player cannot finish a level until they have found the minimum amount of lost siblings.

After each level, the player can go to Mama Bird to return the lost siblings that you found. In order to complete an area and move on to the next area, the player must have successfully completed all levels in the area.

## Camera Angle Example

The camera angle will be tricky to pull off since the game is a majority of flying. However, I am drawing inspiration from the game “Flower” to achieve that top-down, quarter-angle camera view while still making it obvious that the character is in flight. Here is a picture to show what I mean:



## Inspiration From Other Games

“Flower” by thatgamecompany

- As you collect your siblings, you will start to “grow” a “chain” of birds behind you. The longer your chain gets, the harder it is to maneuver through the air. Flower has a similar flying mechanic with collecting flower petals. Video showing petal collecting: <https://youtu.be/s1oZnf3475c?t=28>

“Snake”

- This classic game also uses the “growing chain” idea but it incorporates the idea that you die if you run into yourself. I would like to incorporate that same idea but instead of dying, you lose one of your birds in your chain.



### “Lovers in a Dangerous Spacetime”

- The goal of this game is to “free” lost characters in space. The characters are in cages and the level designs are a bit of a puzzle that you have to navigate in order to find them.
  - Keep the same idea of having to find the lost birds. The levels will be a bit inspired by a maze/puzzle but not exactly like one. Just difficult enough that you have to search for the lost birds.

Example of character trapped in space:



Video of getting lost character <https://youtu.be/xnjUDPMi3c8?t=85>

## Game Art Style Inspiration

Pogo the Pigeon



I want the color palette of the game to be bright and playful. I want it to resemble a child's dream. Again, going back to "Flower," it has similar bright colors that I am wanting to achieve.