

Free the Blob!

Trapped in a lab, born to escape. Free the Blob home!

Blob is a strange alien mass accidentally brought to life by a reckless scientist. Now trapped inside their laboratory, it must escape through interdimensional portals to find its way home.

Overview and vision statement

Free the Blob! is a 2D puzzle-platformer where the player does not directly control the protagonist. Instead, movement emerges from environmental manipulation and physics-based interactions.

Blob is a mysterious alien life-form accidentally summoned by a reckless scientist. Unable to move according to Earth's physical laws, Blob cannot walk or jump, it reacts only to external forces.

The player uses a magnetic field, represented by the mouse cursor, to push and steer Blob while interacting with environmental elements including wind currents and lab objects.

Each level is a sealed laboratory chamber with one entry point and one interdimensional exit portal. As levels progress, new mechanics, hazards, and physics-altering substances are introduced. These substances temporarily modify Blob's density and properties , allowing it to harden, stick, or dissolve objects, encouraging creative problem-solving. Levels are time-limited due to Blob's inability to survive long in Earth's atmosphere, and Blob has four hearts to attempt escape.

The game gradually evolves from simple navigation challenges to complex, hybrid puzzle-platforming scenarios that test timing, experimentation, and strategic thinking.

Free the Blob! aims to play platforming by shifting control from the character to the environment itself. Instead of moving the protagonist directly, players guide Blob by shaping forces, physics, and reactions around it, turning limitation into meaningful interaction and creativity.

The game seeks to deliver an experience that is playful and surprising, where curiosity and experimentation lead the way. As challenges evolve, players learn to read the environment, combine mechanics, and strategize timing to help Blob escape the lab and return home.

Importantly, *Free the Blob!* aims to be designed with accessibility in mind. Since the game requires no traditional keyboard input and relies solely on mouse interaction, it can be enjoyed by players who experience joint or motor limitations and may struggle with complex control schemes. By reducing physical strain and simplifying control, the game aims to provide a welcoming and inclusive experience without compromising depth or challenge.

Ultimately, *Free the Blob!* transforms physics, playful problem-solving, and accessibility-driven design into a new kind of platforming adventure, one that celebrates ingenuity, empathy, and the joy of guiding a tiny alien lifeform toward freedom.

Gameplay

Blob does not move by itself. The player creates motion by pushing it with a magnetic cursor and modifying the environment.

1. Core gameplay loop:

Observe environment → Push Blob using magnetic cursor → Interact with objects → Reach portal before time runs out.

2. Environmental Interaction

- a. Wind currents
- b. Moving platforms
- c. Breakable objects
- d. Climbing walls

3. Transformation system:

Blob can temporarily change physical properties (10 seconds):

- a. Sticky Blob: clings to surfaces
- b. Hard Blob: heavy, breaks objects
- c. Acid Blob: dissolves obstacles
- d. Fire Blob: burns obstacles

4. Time and lives

Each level has a timer due to oxygen exposure. Failure removes one heart (Blob has four).

5. Difficulty progression

- a. Level 1-3: Movement basics
- b. Mid-game: multi-mechanic puzzles, timing
- c. Late game: precision + fast decision-making

6. Player feedback:

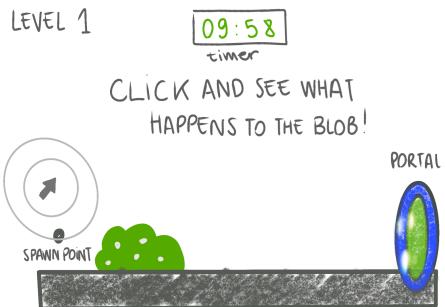
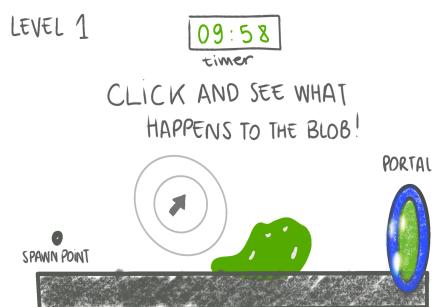
- a. Color shift when pushing Blob
- b. Blob squish/elasticity animations
- c. Subtle sound when force activates
- d. Heart UI changes

7. Failure & Recovery

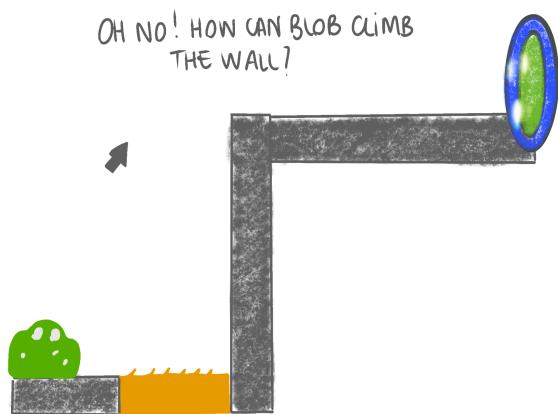
- a. Timer runs out → lose heart, restart level
- b. Blob dissolves/gets trapped → restart
- c. Quick reset button for accessibility?

The first three levels will be designed to explain to the players the alien physics of the Blob.

Level 1 will be simpler as ever, dedicated to only making him move from left to right.



Level 2 will explain how Blob can gain the powers, and how much they can last.

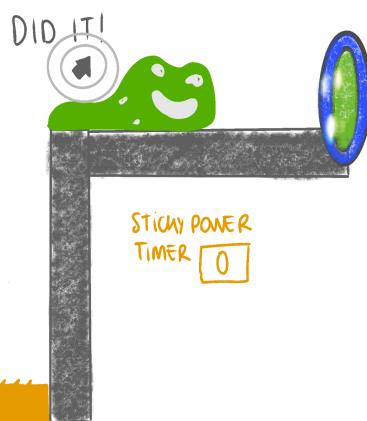


LEVEL 2

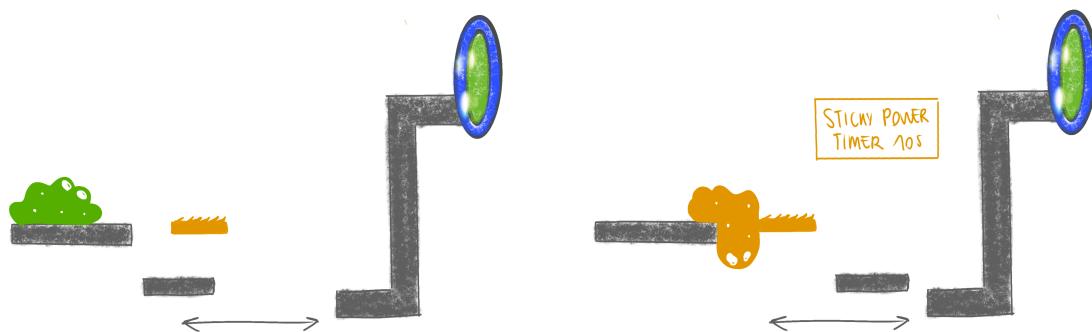
OH NO! HOW CAN BLOB CLIMB
THE WALL?

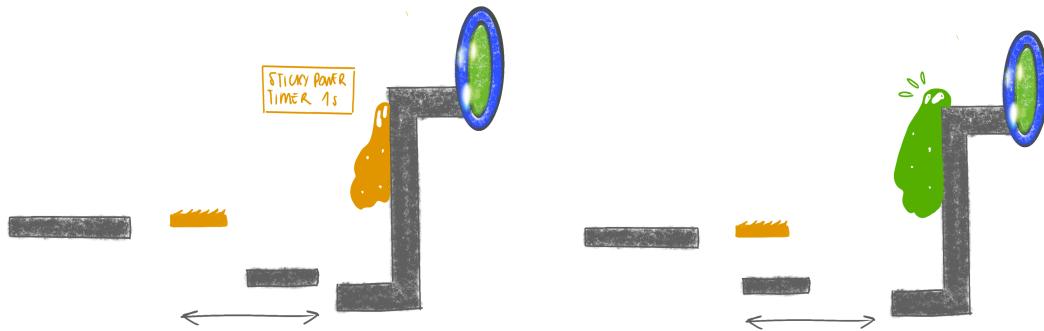


LEVEL 2



Level 3 will introduce the environmental difficulties that make the game a puzzle.





Starting from **Level 4**, the game transitions into a true puzzle-platform experience, gradually increasing in complexity and strategic depth. From this point onward, players are required to think more critically and plan each movement, as simple navigation is no longer enough.

The difficulty is driven by:

- Environmental interaction: obstacles, moving elements, and physics-based traps become more frequent and varied.
- Blob's transformation states: players must understand when and how to use each temporary ability to progress, combining states in the correct order.
- Route planning and timing: levels begin to introduce sequences that must be executed in the right moment.

Each new stage adds an additional layer of challenge, so the gameplay has constant progression and keeps gameplay fresh. As players advance, they will face more complex layouts and multi-step puzzles that require increasingly precise control and strategic thinking to reach the portal and escape the laboratory chamber.

Characters

There are no enemies in the story, only Blob. The mad scientist is seen only in the introductory sequence.

Character	Lives	Attributes
Blob	4 hearts	Sticky Blob Rock Blob Acid Blob Fire Blob

Story

On the player's first session, selecting Start launches an introductory sequence presented as a virtual comic. This sequence briefly narrates the origin story:

- In a mad scientist lab...
- A mad scientist concludes his experiment!
- But nothing happens.
- Later, Blob is hanging out with friends.
- And now, is teleported to this strange place!!! Help Blob escape!

On subsequent sessions, selecting Start resumes gameplay from the most recently saved level.

Levels unlock sequentially; each stage becomes available only after completing the previous one. The Level Select menu displays progression and allows players to replay any previously completed level.

At the last level, when completed, it launches another virtual comic sequence:

- Blob finally found the portal by recreating the experiment;
- Blob says goodbye to the lab;
- And returns to hanging out with friends!

World

The world is composed of a series of self-contained laboratory chambers. Each chamber functions as:

1. a puzzle room with defined boundaries
2. one spawn pod for Blob
3. one interdimensional exit portal

Although the lab is large, the player only sees one section at a time.

To support development efficiency, rooms follow a modular pattern system (reused tiles, equipment layouts, and environmental props). Small visual variations, lighting changes, and laboratory elements differentiate levels while maintaining a consistent aesthetic identity.

The tone aims to be:

1. Playful sci-fi that meets chaotic experimentation;
2. Warm comedic undertone, not dark or threatening
3. Slight feeling of captivity and urgency, balanced by charm and humorous details
4. Strange alien tech vs clumsy human equipment

Media list

- Visual identity:
 - Blob is a bright acid-green color, staying true to the classic alien imagination. Small bubbles rise and pop across his surface, sometimes forming shapes that hint at playful facial expressions.
 - The visual style combines clean game assets with artistic background illustrations inspired by chaotic, experimental laboratories. Each level is constructed using modular elements such as lab shelves, test tubes, machinery, walls, and environmental obstacles.
 - All UI icons adopt a soft, gelatinous aesthetic consistent with Blob's material properties. Their saturated tones ensure clear separation from the laboratory background, which is primarily composed of neutral grey industrial assets.
 - The main level timer uses a digital-style typeface in green, maintaining visual alignment with Blob's core palette and emphasizing a technological, lab-controlled environment.
 - The secondary timers, those linked to Blob's temporary transformations, each adopt a different color based on the specific ability, accompanied by a simple pictogram that communicates the effect at a glance.
- Interactions:
 - Clicking triggers Blob's transformation, activating an animation that temporarily alters his structure.
 - When navigating vertical surfaces or angled edges, Blob dynamically adapts his shape to match the environment's contours.
 - Activating the magnetic force produces a very subtle audio cue: a soft, white-noise-like sound that indicates the force is active.
 - Blob's temporary states are communicated through visual changes in both shape and color:
 - *Sticky*: turns orange, movement becomes slower and more elastic
 - *Rock*: becomes a compact brown block, more angular and heavier in appearance
 - *Acid*: remains green but becomes fluorescent with light vapor effects
 - *Fire*: turns red, with increased internal motion and energetic particle-like movement
- Flow
 - The game features a main menu with standard navigation buttons:
 - Start
 - Levels

- Settings

On the player's first session, selecting Start launches an introductory sequence presented as a virtual comic. On subsequent sessions, selecting Start resumes gameplay from the most recently saved level.

- Levels unlock sequentially; each stage becomes available only after completing the previous one. The Level Select menu displays progression and allows players to replay any previously completed level.
- At the last level, when completed, it launches the ending virtual comic sequence.

Team

Team leader: Camilla Rinciari

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