



# TOP DOWN PLATFORMING BOMB

Camron Oakeson

# Game pitch

- It is a top down platforming game. You play as a bomb who can't explode! You use other fellow bombs to propel you to new locations. They have a short fuse so you have to position yourself before they explode and if you don't you may just die.

# Game mechanics

- Jumping- via enemies
- Walking- It'll be a slower walk but you can turn a lot better walking
- Running- You'll be able to move fast but not turn as well.
- Fall to your death
- Moving platforms
- Jump pads
- Swinging obstacles

# Enemies

- Just a simple bombomb type character who walks up and explodes but they are also used to move you vertically.
- Trap doors & walls
- Swinging hammers or axes
- Hard platforming

# Camera

- It'll be a mixture between Link's awakening, super Mario 3d world, and Captain toads treasure tracker

# Level Design

- A cross between Fall guys obstacle course and Link's awakening temples
- Wipeout has some good level design
- It will use camera angle as a tool for puzzles like Captain toad's treasure tracker

# Video links to game examples

- Super Mario 3d world level 1-1- I like the locked down camera in most of this game. It'll need to be adjusted and locked down a little more. (0:20 – 1:00)  
◦ [https://www.youtube.com/watch?v=0\\_k\\_UeDVuao](https://www.youtube.com/watch?v=0_k_UeDVuao)  
◦
- Link's Awakening turtle shrine – I like the vertical puzzle demonstration for this camera view (20:00 – 20:53, 30:25 – 31:30)  
◦ <https://www.youtube.com/watch?v=1yq-dezuXJg>  
◦
- A link between world's wind shrine – Another great use of vertical layers. (4:30 – 7:00)  
◦ <https://www.youtube.com/watch?v=QcTsIMelezA>  
◦
- Mario 64: Bomb omb battlefield- The idea for the enemy but using the bombs to move around a bit more (0:35 – 2:30)  
◦ <https://www.youtube.com/watch?v=mHBfzdUC2EU>

# Video Links pt.2

- Wipeout obstacle course- More great examples of obstacle course design (1:20 – 5:00)
- <https://www.youtube.com/watch?v=MqGh1sTpZPg>
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- Wipeout obstacle course002- obstacle course design
- <https://www.youtube.com/watch?v=L6xyKDYsanQ>
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- Crash Bandicoot bridge level - Good example of fixed camera with 3d platforming (9:32 – 15:00)
- <https://www.youtube.com/watch?v=xplUkUd1MqE>



# Pictures: Character design



# Pictures: Camera Angles





# Pictures: Fixed Platforming examples

