

# Ice! Ice! Penguin!



Story of a little penguin whose love of life got abducted by an evil emperor and imprisoned in the terrifying tower of ice.

Now our hero must face the challenge and climb to the top of the tower to save his beloved.

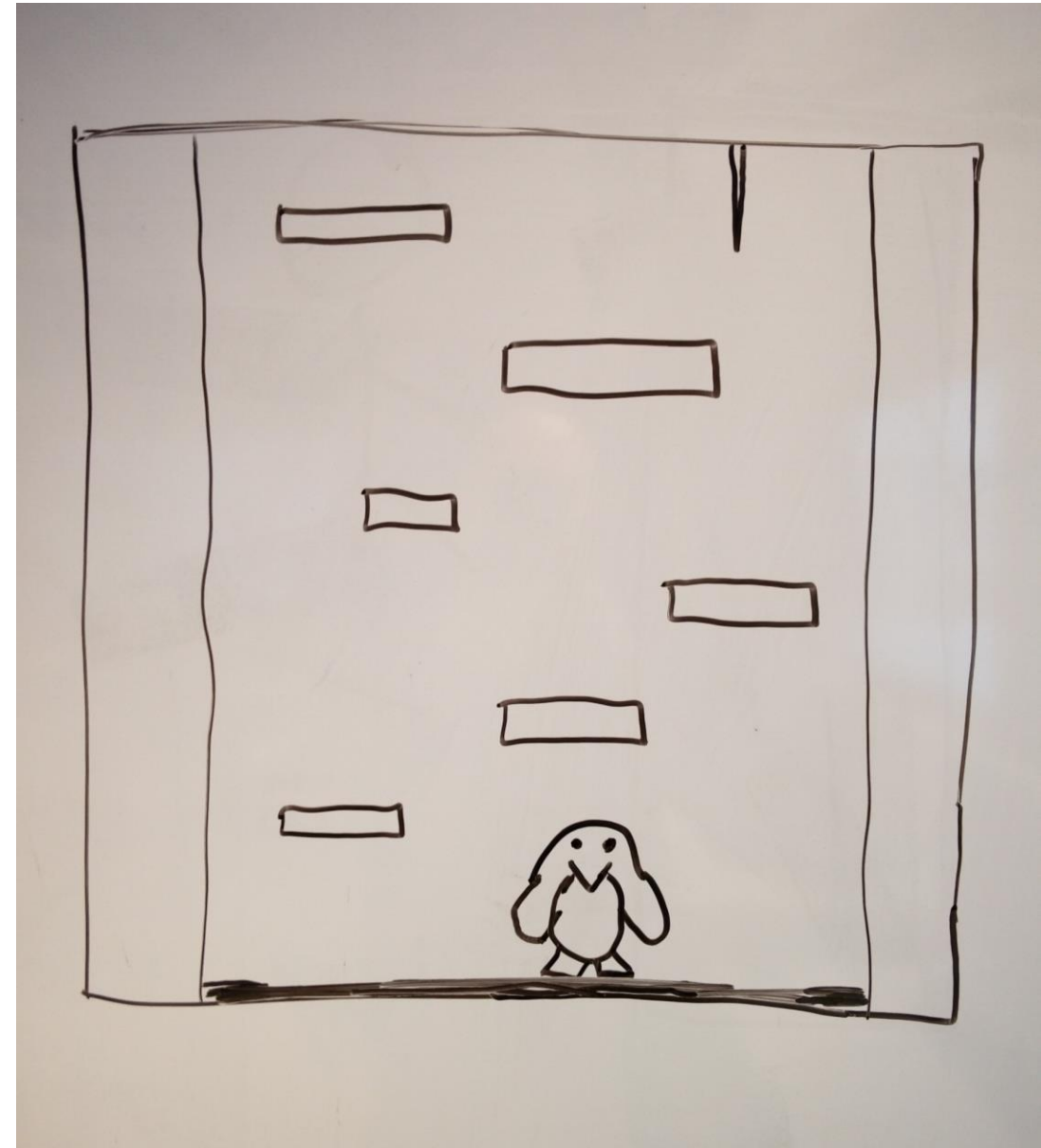
However, he must be careful as the tower drops icicles and the floors are slippery.

## Game visual concept

- We play as a penguin
- Walls present on both sides of the screen
- Platforms that we jump onto
- Falling icicles from the top



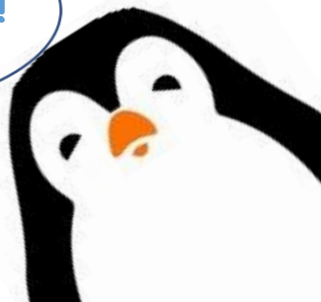
Thats me!



# Game mechanics

1. Penguin has 5 possible positions: slide, walk1, walk2, jump1, jump2; he will face left or right, images mirrored.
2. Platforms spawn in even distance but with different width and colour scheme depending on floor number.
3. Colour scheme of floors changes every 100 levels.
4. Penguin can walk to gain speed, limited by upper limit. He gains a speed multiplier for bouncing of side walls. To remain speed above limit he must slide on the platform, if speed drops to limit level he will start walking.
5. The height of jump depends on penguins horizontal speed. Below speed limit it's standard, above it scales with his movement speed.
6. Penguin must avoid falling icicles, which he will be prompted about with a red marker.
7. Player is meant to get highest score upon reaching floor number 1000.
8. Player loses upon falling below current floor level or being hit by icicle.
9. Player scores by reaching higher floors and being fast.
10. Platforms are approaching player at speed depending on current floor and time limit.

It's Hard Work!





Hope they do  
have time!

## Possible improvements

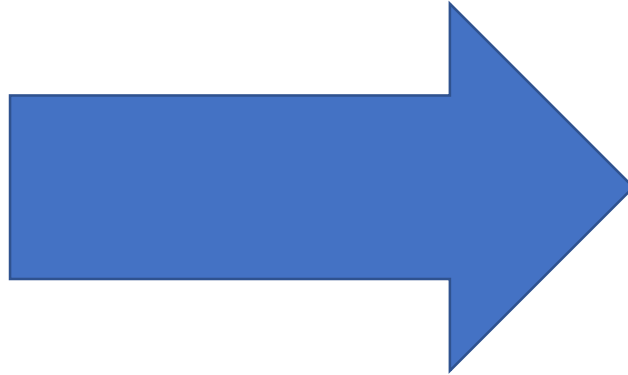
If time allows for it

- Score indicator and high scores table
- Animated movement instead of pseudo animation.
- Animated clock and icicle warning
- Sounds
- Detailed graphics
- Animated intro and outro
- Achievements and rewards



## Roles for team members (draft)

- Storyline
- Drawing
- Coding
- Animating
- More coding
- More drawing
- Even more improvements



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