**Genre:** Platformer / adventure

**Platform**: Android/iphone

**View**: 2D

**Engine: Unity 5**

# **Idea**

Project Spikes is 2d platformer game where player has to fight through countless levels and enemies to discover truth behind the mystery of mystery man. Protagonist is a furry hairball called Spikes and antagonist of course is Mystery Man. Unlike other games I want to make Project Spikes a extremely awesome experience with Simplistic story telling and character development.

# **Mechanics**

**Modes:** Story Mode and Casual.

Essentially Story Mode will be campaign with about 30 levels to complete. While casual will have over 50 levels including campaign levels without cutscenes. Player will be able to complete levels and unlock new abilities. Each level in casual will have some hidden lore for story

**Saving:**

Every level will have checkpoints that will save players progress automaticly.

If player dies then he/she gets to spawn back in on last discovered check point.

When player opens game and loads up save. SaveSystem will find most recent save with progress and checkpoint saved into it.

**Enviroment:**

Player can use environment to his or her advantage. Every level will have objects that can be used to block enemy projectiles or use ability to shoot them towards enemies. **Eg**. Spikes can use SpikBall to shoot objects that are made out of Metal at enemies. All breakable and unbreakable materials will be listend in Materials description. Levels will feature basic objects such as: Crates that can be used to create new paths to complete the level. Levels will be dynamic so player can decide to try different routes. Each having its own difficulties. Additionally every level will feature traps and pranks to trick player. Eg. door that leads to a bonus level with 20 Nightmare Monsters.

**Cutscenes:**

Every cutscene will be played at the end of levels. I would like to use visual novel style character potraits with dialogue boxes to tell the story

**Controls:**

Movement happens with joystick(right corner of the screen) and player can jump and double jump by moving joystick up.(Must happen between 0.1- 0.6 seconds). For this we can use time.time method). Player can activate 2 basic abilities by using 2 buttons on left corner of the screen.

**Health and Power ups:**

Player will start with 100(Number for math) hp and every level will have HP drops each giving 25 hp. Number of hp drops are determined by size and difficulty of map. In addition enemies can drop Vital Essence that heals 10 Health points per peace. Drop rate is significantly higher (60% of time) than other essences.

**Enemies can drop next additional essences:**

Oogum essence which will fill up Spikes Enrage meter.(35%)

Chigum essence that will give spikes damage boost for short period of time.(25%)

Awgum essence boosts spikes speed by x1.3.(25%)

# **Characters**

**Spikes(Playable):**

**Bio:**

Badass hairball with bad temper and selfcontrol. You piss him off and he’ll go haywire. Spikes is unknown form of life. Although he’s species does have some similarities to few known animals.

**Abilities(default):**

**(B)SpikBall** 🡪 Spikes will transmute into ball that launches forward destroying any object or enemy in his path.

**(A)AirHump** 🡪 This ability activates automaticly when player jumps and presses jump key again while in mid air. Spikes will smash into ground and instantly destroy enemy below him.

**(ULTIMATE) RagePlosion** 🡪 Spikes will explode in rage inflicting damage to nearby enemies. Player will not be able to control spikes movements at all and movements will be randomized.

# **Advertising**

I will compile 2 versions of this game. One of them will have advertisements and one will be without them. Game will only cost 1,50 euros before taxes if player chooses to buy game without ads. Otherwise game will be free(Ad filled).

# **Enemies/AI**

Enemy classes are divided in to three classes: Harmless , Annoying and Nightmare. Harmless Enemies are small and fragile you can essentially jump on them and kill instantly. Annoying class as the title says is designated to piss players off. These monster types are unnecessarily big and can take a lot damage. Nightmare types are medium sized monsters with ability to drive player into brink of insanity.

**Enemies:**

**Hop Blobber:**

Slimy and round monster with only 2 pair of eyes. It can shoot sticky balls that will deal seemingly low damage(2.5points) but slow spikes down.