GameDesign_Empty Bottle

Controls

- Pure Key Board
- A, D: move left and right.
- Space bar : Jump, skip dialog
- E: Interact with other characters or objects.
- ESC: Game menu
- Up, Down , Enter: UI button

Features list

- Water of different colors: all characters(including main character) are filled with water of different colors, pouring water of different color into other bottles can lead to different response. Water can also be poured on withered flower to let it bloom and bear seeds.
- Key (seeds): In each section there will be three collective seeds serve as key in gating mechanic.
- Gate& guard: In the end of each section there will be a guard. Player need to fulfill his requirement(seeds) to open the gate.
- Flowers: water flower with correct color will make it bloom and bear seeds.
- NPC: Other bottles, can be watered or talked with.
- Water resource of different colors: In certain section, providing water of certain color for player to change the color in main character

Juice plan

- Fun dialog and story
- Polished graphics
- Animation for interaction and NPC
- Cinematic

- Visual effect
Collecting pick-up
Open Gate
Interaction(pouring water)

- Sound effects

Mechanics

1.Having dialog with NPCs

2.Pouring water
The bottle(the main character) can pour water into other bottles.
The response depends on the color of the water you pour and the color of the water in the target bottle.
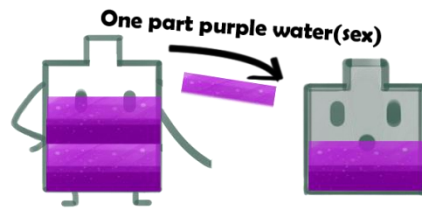
Water of different colors:

Blue water(friendship)
Give one part blue water to blue target will get two parts blue water back. And it enable player pass the target.
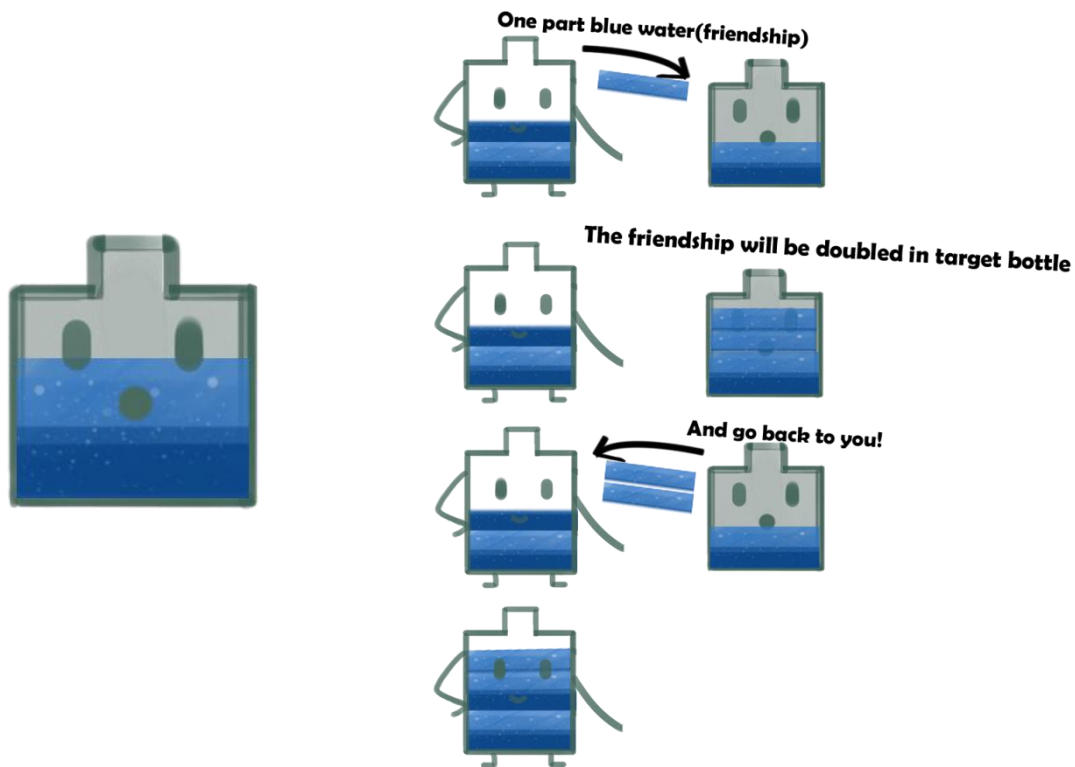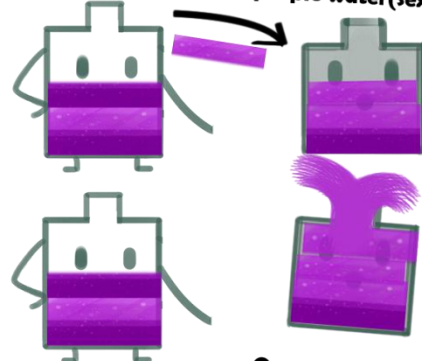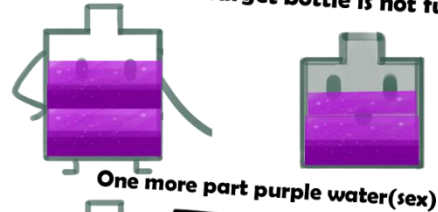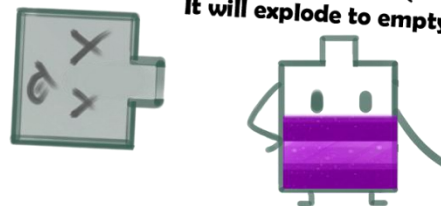

2) Purple water(sex)
Give purple water to purple target till it is full will cause it explode to empty. And it enable player pass the target.

One part purple water(sex)

The target bottle is not full. Nothing will happen
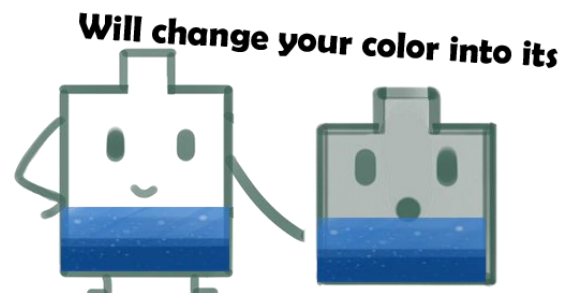
One more part purple water(sex)

Once a bottle is full of purple water(sex), It will explode to empty

So you can pass

3) Yellow water: empty
While player is filled with yellow color, getting close to target bottle will change your water to the same color with it.

Get close to target bottle

Will change your color into its

3. Gating: get key(seeds) to open the gate and get to next section.

Concept

UI screens list

- Start screen

Using down&up to move among options, using Enter to choose
Button: Start game
      Resume
      Exit

- In game menu

Press ESC to open in game menu
Button: Resume
      Exit