Sentient Umbrella Platformer

(working title)

OVERVIEW

Perry (placeholder?? name?????) the sentient umbrella was brought to life by a lonely wizard in need of a good friend. They kept each other company until one day, a strong gust of wind blew Perry far far away! Now Perry has to make the perilous journey home while dodging obstacles and monsters, but luckily he can glide, hop, and spike his way across the land to get back to his wizard friend.

GENRE

Side-scrolling 2D platformer, action/adventure

GAMEPLAY SUMMARY

Players will control a haunted umbrella who can jump, glide, and open/close its canopy. Players will have access to a variety of movements and actions, including opening the umbrella to glide over obstacles and spiking down with a closed canopy to break platforms and defeat enemies. Enemies and obstacles will deal contact damage to the player, who has a limited amount of HP. The platforming game feel will ideally shift between floaty movement and fast-paced action. Players will traverse a series of side-scrolling levels to reach the end of the game.

GAMEFLOW

An opening cutscene will introduce the premise of the game and how Perry the Parasol has been whisked away from their wizard friend. This will transition to the initial gameplay sequence that will show players the controls in a soft tutorial level with a simple and straightforward route. Next, the player will traverse a platforming level, with the goal being to reach the end of the level without losing all HP to the enemies/obstacles. If the player successfully beats the level, Perry will be reunited with their friend, the power of true friendship fueling their love - turning Perry into a real boy!

Gameplay Inspirations

Kirby and the Forgotten Land (cone Kirby!!), Mario Party Parasol Plummet, Hollow Knight (contact damage enemies + down-spike, discrete HP counter)
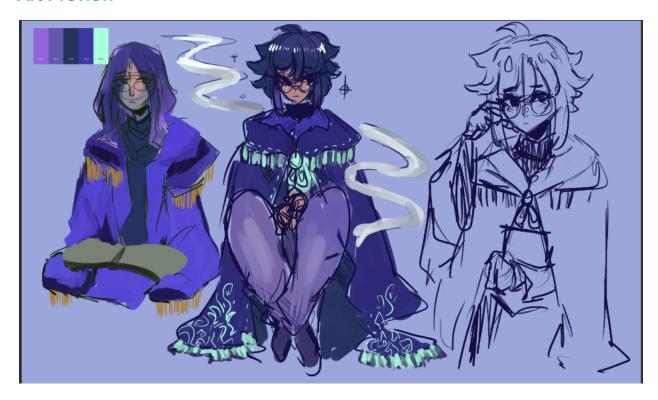
Aesthetic Inspirations

Night in the Woods; Haunted Chocolatier

ARTSTYLE GUIDE

Colour Guide

9464DC	6257AC	24325D	3C36A4	A9FFDC
Amethyst	Liberty	Space Cadet	Blue Pigment	Magic Mint

Art Preview

Music and Sound Effects

Will record various sounds, and background music

ABOUT THE AUDIENCE

Target Audience

Players who like platformers

Experience Goals

I want the audience to feel like an umbrella...// Audience will be swept into a world that is filled with magic and wonder. Audience will be motivated to want to get Perry back to XX home.

Players will want to try the different ways to collect and remove obstacles and explore the various ways Perry moves across the screen.