

Project Summary:

Babel is a fast-paced, 2D Puzzle Platformer. Babel provides a niche within the game industry, combining aspects of fluid movement, emotionally driven storytelling, and layered puzzle design, whilst exploring themes of revenge, government corruption, and community.

Problem Statement

Many modern platformers focus on the extreme (i.g: being really difficult or easy, story heavy, or lack of a story), rarely achieving a true balance of both. *Babel* aims to thread the needle by offering both; having a fast-paced, precision-based puzzle platforming experience that also delivers meaningful themes via its story, allowing players to connect emotionally while mastering its gameplay mechanics.

Use Case

Players who enjoy both challenging gameplay and good storytelling will play *Babel* to experience a rewarding mix of precise platforming and meaningful narrative, hopefully being able to relate to its themes of forming a community and getting over their past in order to enjoy the present and move to a better future.

Goals and Objectives

- Thematic: To create a narrative that explores complex themes of revenge, government corruption, and community in a way that feels personal and emotionally resonant to the player.
- Gameplay: To design fast-paced, precision-based platforming and puzzle challenges that reward skill, timing, and problem-solving without becoming frustrating or inaccessible.

Key Features and Functions

- **Fluid Gameplay:** The movement of this game is one of its main two pillars, and with the grappling hook mechanic in the game, alongside its momentum, *Babel* has very smooth gameplay that flows into each other.
- **Immersive Story:** Babel's story aims to connect with its target audience, due to its themes of loneliness, anger at the world, and want for community. Using these features, Babel will be able to make the player attached to the game.
- **Recruitment Process:** By talking to NPCs, the player can form bonds and use these bonds to access more resources, allowing more variety in runs.

Tech Stack and Tools

Design:

- Documentation: Figma
- Art: Undecided
- Sound Design: Garageband

Game Engine: Godot

Programming: GDscript

Version Control: Terminal

Repository Management: Github

Risk Mitigation

Babel Risk:

- Time Management:
 - Using our designed timelines and schedules properly alongside dealing out the work load allows us to manage our time while developing our game Babel.
- Developing Fluid Movement:
 - Making movement in general can be relatively easy, but well coded and fluid movement requires tight, predictable controls, and good camera movement which is hard to do well without proper experience. But with time it can be learnt.

Evaluation Criteria

As *Babel* is in its early stages, we recognize that it might be difficult making the first few... Everything. However making:

- The First Complex Level
 - The Final version of a combat system
 - The First OST
- Will help *Babel* excel.

Future Considerations

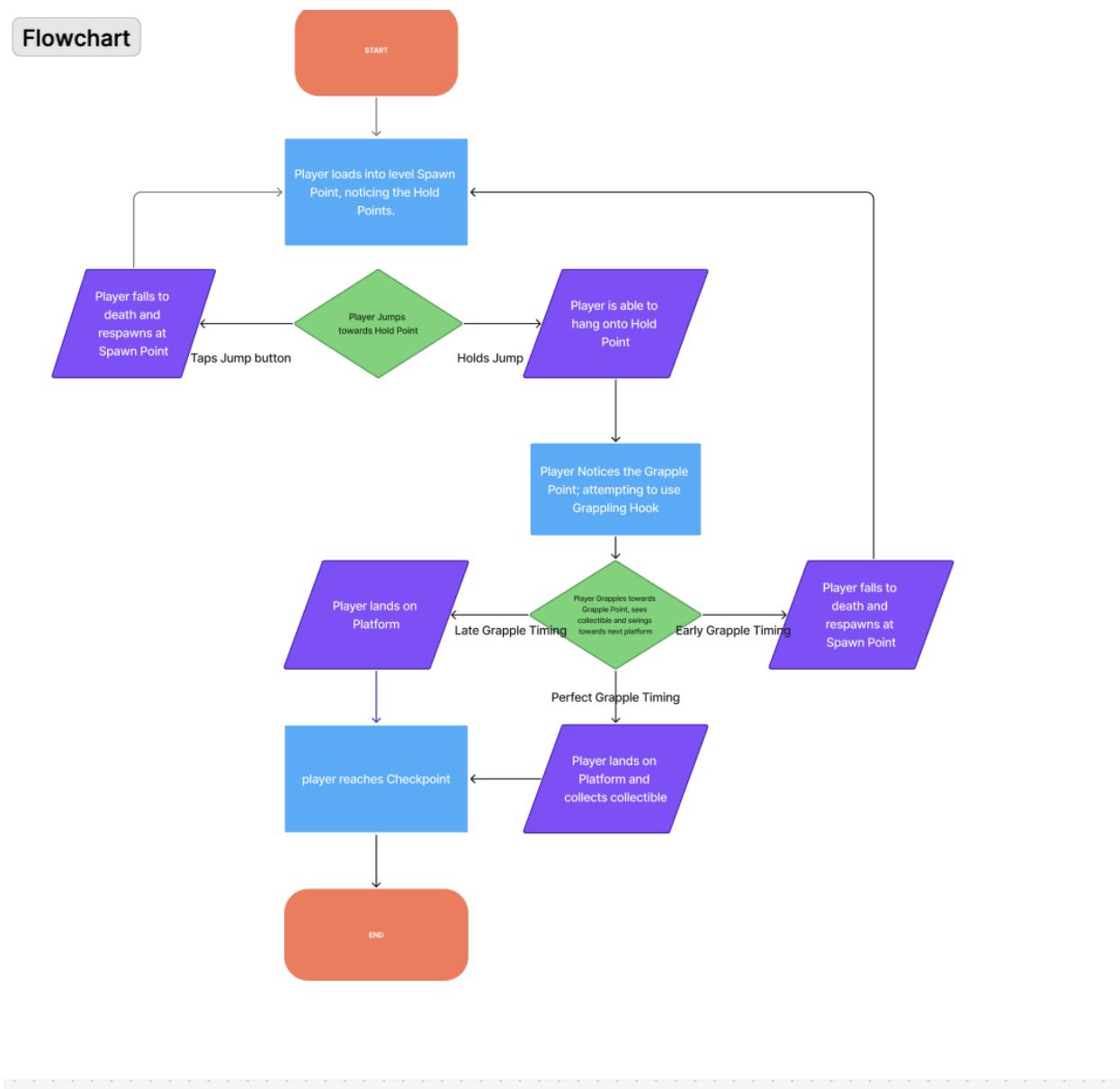
Future Functionality:

Introduce a level editor or custom challenge mode that allows players to create, share, and play community-made levels, expanding replayability and fostering an active player community.

Maintenance Need:

As of right now, we need to do some maintenance on the most important aspect of Babel which is the movement. We need to finish working on the movement mechanics such as the b-hopping, the grappling hook, and the momentum.

Flowchart:



Timeline:

