Game Name: Escape from Below

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Target Audience:
- Players who like puzzle solving, level-progression games on a 2D (sideview) format
- Players who enjoy cute pixel art graphics (e.g. nostalgia from playing older games)
- Anyone (including ourselves!)

Pillars:
- Adrenaline "Puzzle Solving" game
- Rooting for an underdog character (simulation/projecting oneself onto the character)
- Cute pixel art graphics

Short Backstory:

You are an adventure-seeking human confined to the mundane of the world – the only adventure available to you is trying new food, new drinks. One day you try a new drink called "the potion." You don't think potions exist but if it did, this is what it would be like. An hour later as you are leaving your body begins convulsing as it begins to shrink. Amongst the busy streets, as you're struggling to navigate you fall into a sewer hole. You wake up, buzzed, but there is no time – the water is rising so you grab the nearest cloak (an abandoned red cloth) and try to make an escape. Can you do it? Your fate is now up to you.

Vision for the game:

We wanted to build a 2D platformer that incorporates puzzle-solving through navigating levels, finding ways to escape, while immersing the player in some lore (perhaps something mysterious). We tried to incorporate this by choosing a setting that can be associated with mystery, an underground sewer that is ambiguous in its size (it seems endless) and hidden from the rest of the world. The main character's identity is also unknown, represented by a hidden figure covered by a cloak.

In terms of mechanics, we wanted two mechanics that would make the game more difficult than other simple puzzle-solving 2D platformer games (think FireBoy and WaterGirl), but more importantly add a real sense of urgency – the player must escape

and there *is* a looming danger. The rising sewage water acts as a looming danger, forcing players to be efficient or even strategic in their movements before the water kills them. The mechanic of having to find the key adds an additional obstacle to trying to escape the level (not simply just performing parkour correctly), but providing a sense of desperation of having to find the key and logistically, adding an extra time crunch. We hope players enjoy the game (and please see additional notes below if necessary):

Controls:

We designed the controls hoping for them to be intuitive as possible, but they are here just in case!

Movement: arrow keys (including up arrow for jump)
Dash: Left-shift
Attack: Space-bar