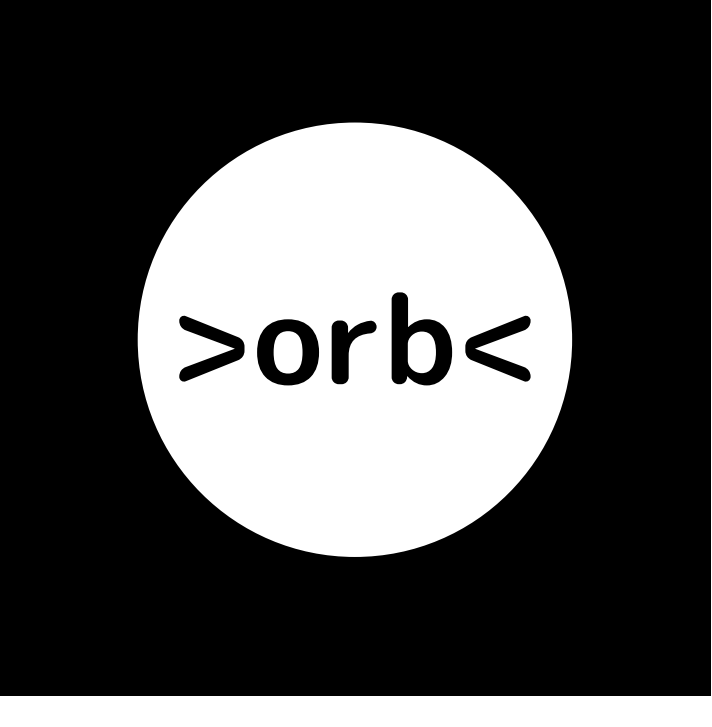


2D - Game - Idea



Name: >>orb<<

Description:

Join ">orb<" on his journey through a strange world. >orb< is a "breathing" ball. Through interactions with particles flying around, >orb< gains special abilities or properties for a limited amount of time. >orb< can grow, shrink or change its shape completely. Maybe it turns into a breathing triangle. A little later it becomes clear whether this was fatal or necessary to overcome the next obstacle. The idea is that „>orb<“ is less like the classic jump 'n' run, not "you make a mistake and die". Sure, at certain points your game is over if the necessary steps are not done, but everything is rather calm.

Game Play:

Using the arrow keys, >orb< can move freely in a delimited area of the canvas. If >orb< crosses this area in the direction of the game, the background starts moving in that direction. Maybe the game direction changes between vertical and horizontal.

Background:

Some parallax effects, nthing to fancy, designed by myself.

Particles:

I’m thinking of two kinds of particles, basic and special ones. The basic ones are spawning randomly. The special ones are on point with some logic behind. Maybe you don’t have to pick up all of them, maybe some will not appear before >orb< completed a task...

Obstacles:

There are two types of obstacles, both can only be passed if the right amount and type of particles have been picked up beforehand.

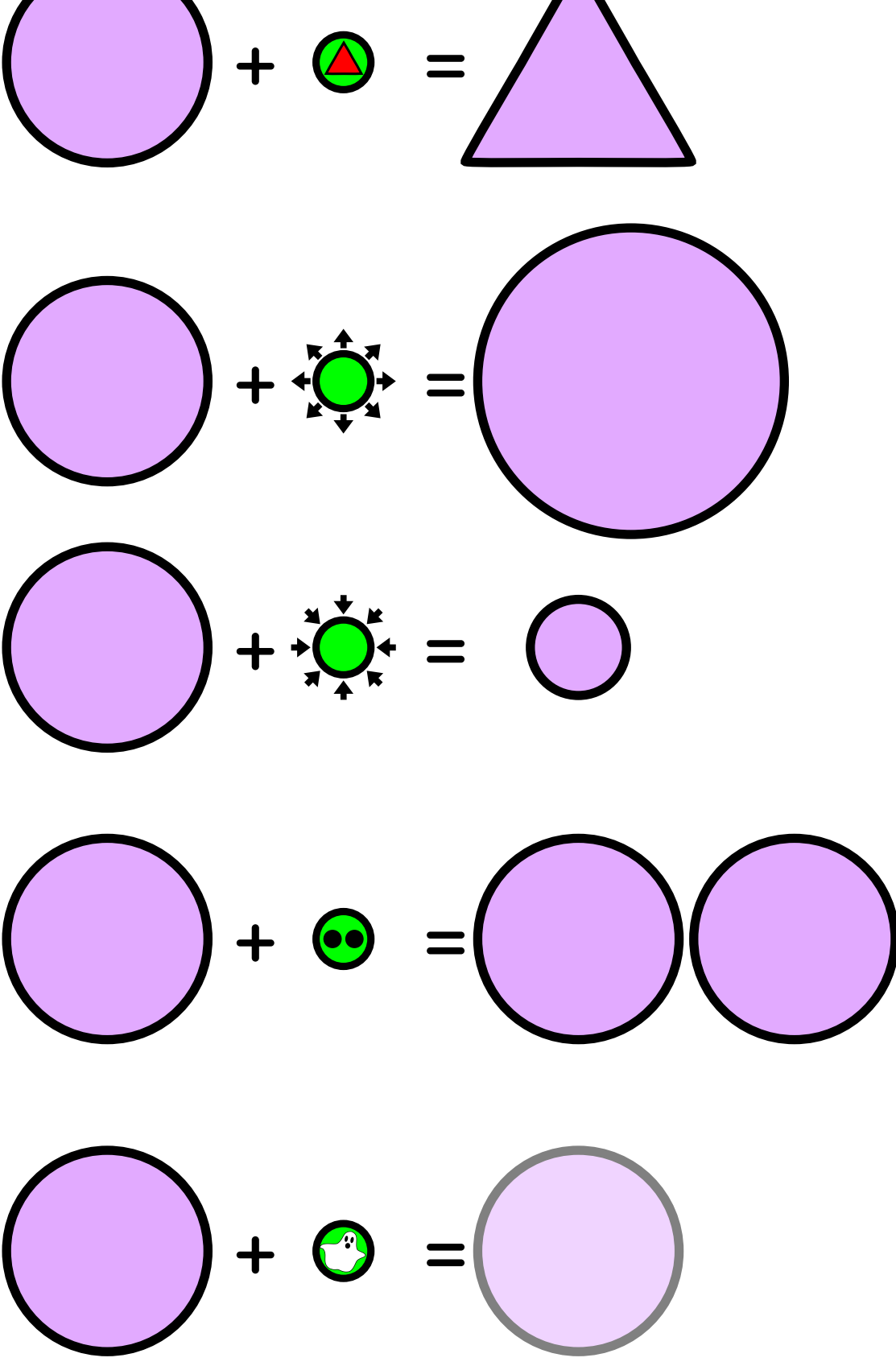
- 1. Basic obstacle - >orb< has to become very small to fit through something, or very big to pick up two particles at the same time...
- 2. portals - >orb< has to become a triangle or larger to fit inside the portal. On the other side of the portal, >orb< will be normal again

Particle Ideas:

Shape changing:  
oRb becomes triangel

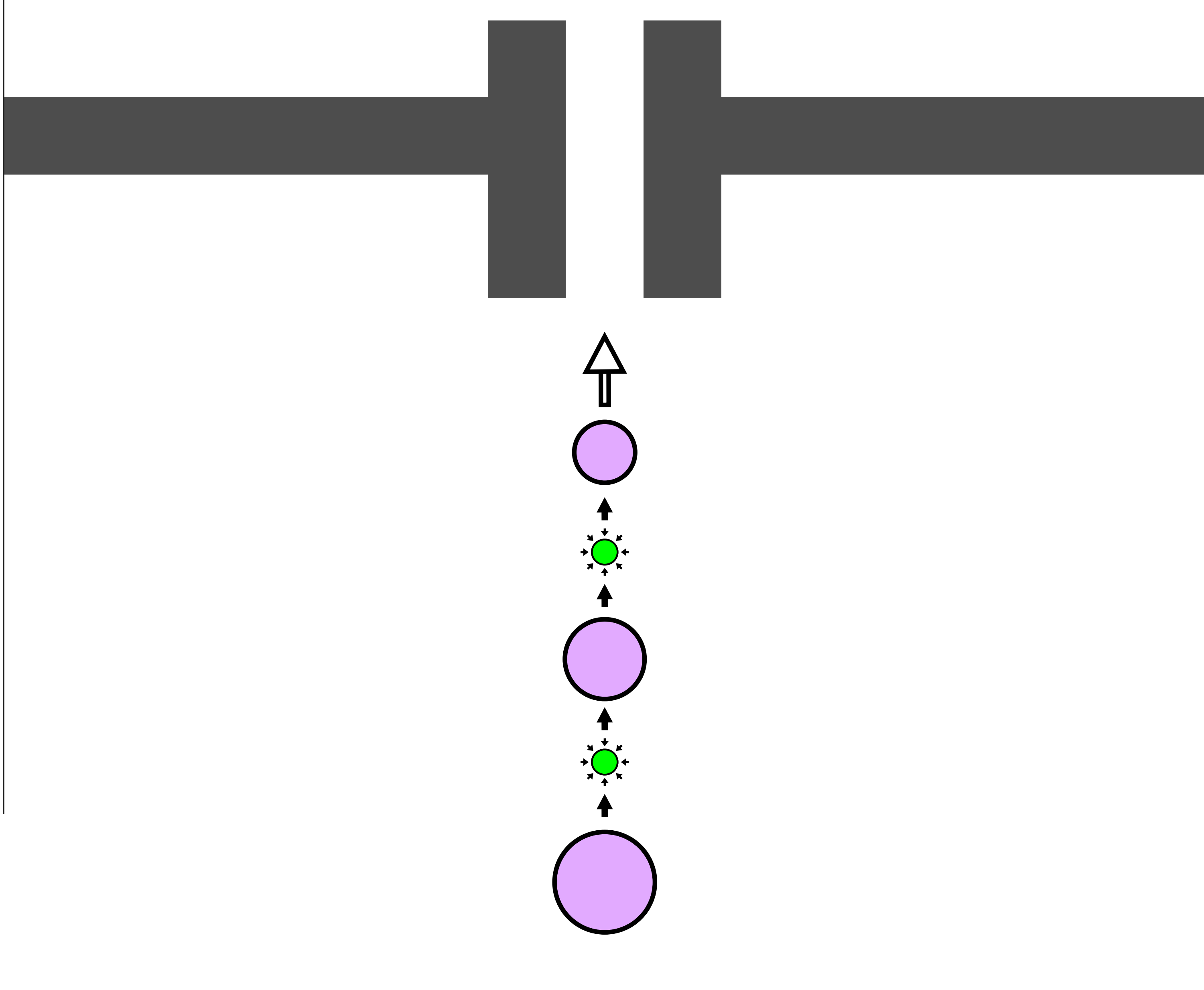
Size changing:  
oRb grows or shrinks

Feature changing:  
oRb becomes two  
oRb becomes ghost and can go through walls

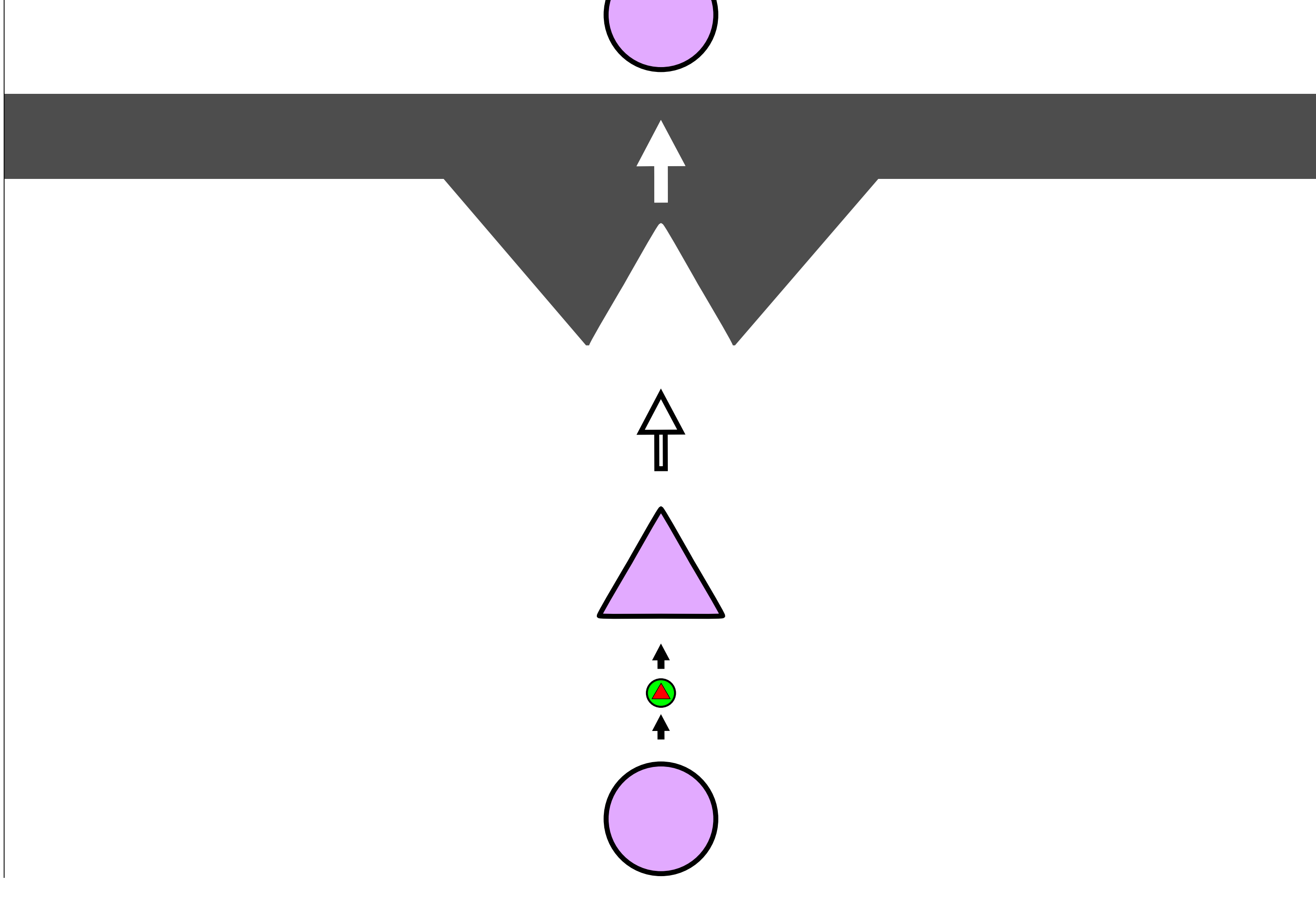


Obstacles

Basic Obstacle



Portals



Conclusion

I have like a million ideas for this game, but I think, if I define a first stagewith basic functionality, it’s possible to code that (and make it look decent) in the time we have... Excited!

