GAME TITLE

Video game project for the GMTK Game Jam 2025

***Theme:*** *Loop****Restrictions:*** *No AI allowed****Official time limit:*** *4 days (30.07.2025 – 03.08.2025)****Personal time limit:*** *3,5 days (31.07.2025 will be limited)****Estimated submission time:*** *03.08.2025 evening, around 6pm (UTC+3)*

# INFORMATION

## 1.1 BASIC INFO

**TITLE:** TBA

**GENRE:** 2D action, auto-scroller, humor

**PLAYER:** The game will be single player.

## 1.2 TECHNICAL SPECS

**GRAPHICS & CAMERA:** The game will be in 2D and made with pixel art.

**PLATFORM:** The game will mainly be designed to be played in the browser (WebGL). Additionally, the game’s itch.io page will include a downloadable .exe file for Windows, with the possibility of adding Mac support later.

**LANGUAGE & ENGINE:** The project will be done entirely with Unity game engine which uses C# as default.

**DEVICE:** PC

## 1.3 GAME ELEMENTS

**PLAYER CHARACTER:** The player, named SOMETHING, flies an airplane.

**SETTING:** The player will fly through caverns, which are an active area for dangerous activities and hazards. The caverns consist of a tutorial level and five other levels.

# 2. GAMEPLAY

## 2.1 Goal

The main goal of the game is to complete each level safely while progressing the underlying story with “The Instructor”. The game is located in a cavern where the player has to follow The Instructor’s instructions and get the best possible grades from each level in order to gain their flying permit.

## 2.2 Story

The game is narrated by “The Instructor” who offered to teach the player how to fly. Or at least this is what the instructor WANTS the player to believe. In reality, the instructor is an evil scientist, who not only doesn’t know how to fly, but also who secretly asks the player to retrieve important and EVIL artifacts in the dangerous caverns. He acts as if he doesn’t know what they are and, “out of curiosity”, asks the player to fetch them for him. These artifacts are pieces to the WORLD DESTROYER machine that The Instructor wants to build.

The Instructor is plotting TO DESTROY THE WHOLE WORLD, except for the mountain that his lair is in, obviously. After the player completes all of the five levels and has retrieved all of the artifacts, they get their permit and the game changes to a cutscene where the player’s silhouette flies out of a mountain cavern into a beautiful sunset. The game’s title/logo appears on screen next to the sunset, and a small credit “By Aaven” is below the title. The scene fades away to black…

…And a “The next morning” text appears. The cutscene continues to the player reading the newspaper while having their morning breakfast happily. The camera pans to the newspaper which says: “THE WHOLE WORLD, AND WE MEAN LITERALLY EVERYTHING, IS GONE, EXCEPT FOR THIS OMINOUS MOUNTAIN”. Below the title is a picture of The Instructor’s mountain. The newspaper also has the weather forecast, obviously.

After reading these news (not the weather forecast), the player immediately grabs their new airplane (parked next to the table surrounded by collapsed house ruins) and heads back to The Instructor’s mountain to AVENGE! The player has to backtrack the caverns and get to the first room (tutorial level) where a tube is located that can be flown upwards to The Inspector’s lair.

# 3. GAME MECHANICS

## 3.1 Notable Mechanics

The game will almost be like an autorunner, meaning that the airplane goes straight all the time but the plane can be flown anyway the player wants. Also, the engine can be shut down to make hard manouvers. The theme, ”loop”, will come across in the gameplay as the numerous loop-de-loops that the player will perform through big rings (or loops?!). If the player doesn’t perform a loop-de-loop, they can’t go forward in the level 🡪 the instructor will warn the player of a missed mark.

## 3.2 Hazards

The levels will inlcude various hazards, which are:

1. **Falling Spikes**
2. **Dangerous Acid Spray**
3. **Flying Bats**
4. **Walls** (obviously)

## 3.3 Other notable objects

The levels will also include objects that are not necessarily dangerous to the player, but rather give the levels a bit more variety and character. Such objects include:

1. **Breakable/weak walls**
   1. Walls that are clearly cracked can be flown through
2. **Pushable explosive barrels**
   1. Don’t explode when the player touches it, but can be pushed towards a wall to destroy it
3. **Levitating Petrol**
   1. Refuels the airplane so it doesn’t fall mid-air
4. **Doors that have to be opened by going through the rings**

## 3.4 The Evil Artifacts

The caverns hide 5 artifacts that the player has to retrieve in order to please The Instructor and get their flying permit. These artifacts are:

1. **The Extremely big sword that can cut through realities**
2. **The container of Extremely Poisonous powder that keeps moving around**
3. **The vial of Extremely Deadly acidic liquid that whispers promises of the end of the world**
4. **The Extremely Magical cone of ice cream that can change the temperature of three planets to Hellish Heat or Absolute Zero overnight**
5. **The Extremely Circular device with four holes in the shapes of the Extremely big sword that can cut through realities, the container of Extremely Poisonous powder that keeps moving around, the vial of Extremely Deadly acidic liquid that whispers promises of the end of the world, and the Extremely Magical cone of ice cream that can change the temperature of three planets to Hellish Heat or Absolute Zero overnight, that connects all of them to create the Extremely Dangerous Weapon.**

**The Instructor’s monologue**

**1st level:**

1. Hahaa! You’ve arrived, my fir- newest pupil, welcome! Welcome!
2. I see my assistants successfully gave you the proper equipment, hohoo!
3. Sorry about the er… plane… the floor inside is a bit broken but I’m sure you’ll get the hang of it.
4. Now! No time like the present so chop, chop! Go ahead and start flying, my pupil. The runway should be long enough, heh…