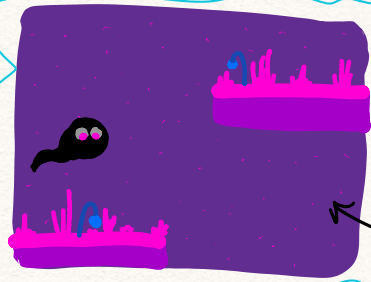


world duality
wake up, you're in between dimensions & one is BAD.



o) = switcher
if collision
show a "press x
to switch"

gfx idea?

terrain switch
spikes on/off

platforms & spikes

what changes when you
switch?
platforms? enemies?

→ types of level elements

→ story execution —→ what is the story?

how is it told?
through what elements?
how much is left to the player?
how does gameplay represent/tell it?

intro/tutorial
interactive cutscene

→ Graphics —→ style? cartoonish not realistic

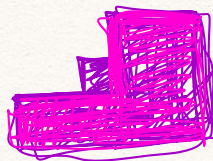
change when switch?
what elements are there?
colors switch
platforms,
character,
each level unique

→ Level Design

what techniques are hard? —switch jumps + death spikes
how to guide player to the proper technique?

check points +

one button to interact
(we can only jump)



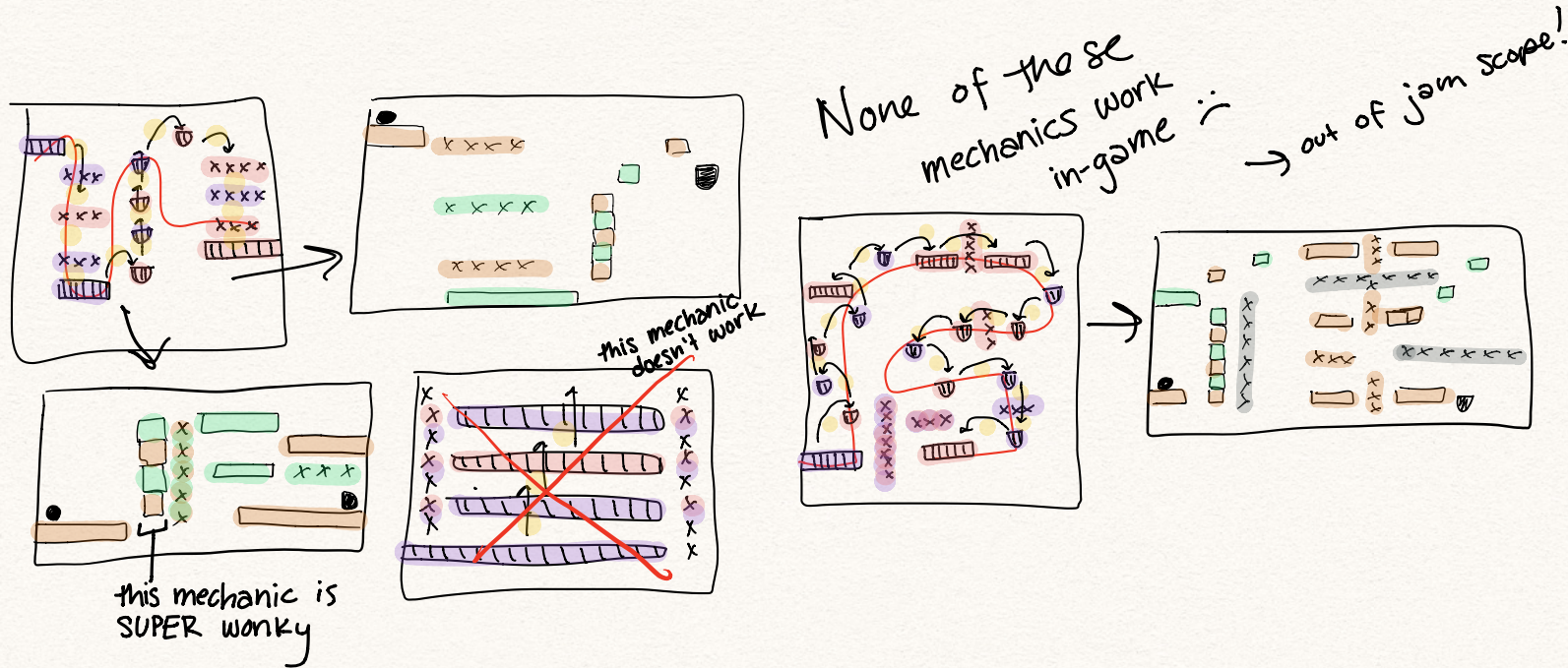
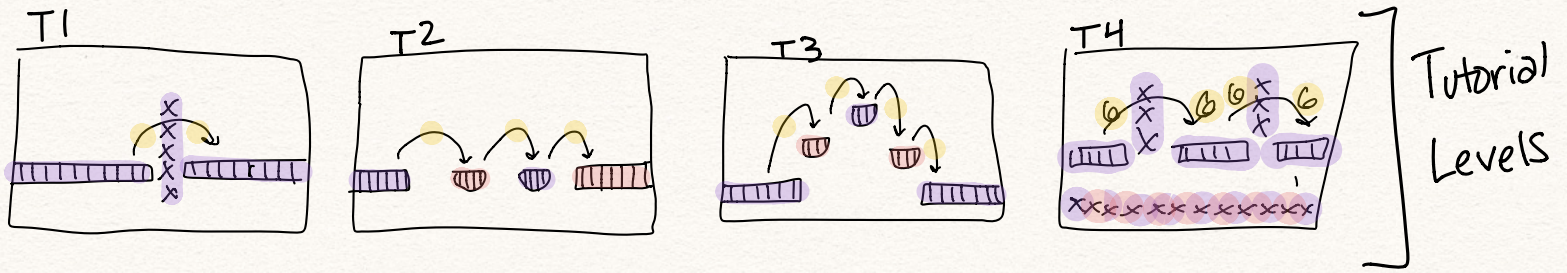
ex: jump too high in one mode
so, must switch

story/intro (for post-jam)

walking in happy environment
as get to x values, world flashes to bad, words hurt
sun sets, character's phone goes off
"oh, I forgot. It's ok, I'm almost home"
more frequent hurt flash as x ↑
rumble rumble
overwhelming hurt word flash, to black
"I can do this"
→ cut to level !!



level design



Working Levels!

