

Game Concept & Inspiration

This game is a 2D pixel art platformer with a unique gravity-manipulation mechanic. The core idea revolves around the player using a device, discovered inside a mailbox, to alter gravity and control the height of jumps. The inspiration comes from rage platformers such as *Jump King*, which emphasize precision, commitment, and punishment for mistakes. The setting combines a cyberpunk cityscape with an underground abandoned facility, creating an atmospheric backdrop for exploration and challenge.

Core Mechanics

The player can run, change directions, and jump. Once a jump is initiated, its direction and momentum cannot be altered midair, requiring careful planning before each leap. The main gimmick is the ability to adjust gravity using a slider, which directly impacts jump strength and trajectory. Players must master both the gravity device and timing of jumps to progress through increasingly difficult platforming sections filled with hazards. There is only one checkpoint in the level, which is meant to prevent the player from having to run through the mechanics introduction portion of the start of the level if they die.

Win/Lose Conditions

The objective of the game is to locate three keys scattered throughout the map. Once all three are collected, the player must reach the vault door to complete the level. Failure occurs when the player touches a hazard or falls off the map, which causes a respawn either at the starting point or the last checkpoint reached.

Creative Additions

The main creative addition is the gravity slider mechanic, which allows players to

directly manipulate the physical rules of the game world. Unlike standard platformers where you can decide how high you can jump and precisely control where your player is jumping by simply using wasd and spacebar, this introduces a layer of strategic control with a single slider that dictates jump height and trajectory.