Odyssey Game Ideas – last version

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* Name of the game: Odyssey
* Vertical scroller
* Simple art style – Vector graphics / 8-Bit
* Can lose progress, but no game over (unless collided with enemy)
* Progress temporarily saved at checkpoints (closing / refreshing the page erases all data)
* Completing the game / quitting upon death allows for a player to submit a highscore to the database, with a six-character max name length.
* Controls:
  + Left / Right, Jump / Duck (if we want / need the latter)
  + Brake (quick stop, could be removed by simply hitting the opposite directional button?) and timeslow (working name) – slow time around character for a short period (uses a charge meter).
* Sound:
  + Music
  + Sound effects (jump, timeslow, etc.)
  + All can be adjusted in level or turned off through settings
* Free, with colour palette options + character skins available through microtransactions *or completing the game* (I think the last bit is a good idea, like the sprite changes on getting 96 exits in Super Mario World).
* Story unfolds as the character gets farther, one can only finish the story by completing the game (duh)
* Game world exists across the span of the solar system
* Stage sways / moves around the character at certain points