

AH! I'M A SLIME

Premise

- PVE sidescroller-platformer with elements of survival-horror, play as a weak slime in a hostile world where everything tries to kill you
- Goal: a game with cute cartoon visuals and almost childish premise that juxtapose the eeriness and anxiety felt while playing
- Selling point: Experience the fun and thrill of platformers and survival-horrors, but with the added pressure of being one of the weakest and most well known fantasy enemies, the slime.

Narrative

- Set in a fantasy world filled with typical RPG elements: slimes, goblins, magic, knights, mages, dungeons, temples, etc.
- Players will play as Kari, a young novice witch setting off on her first journey
- At the beginning of the game Kari is turned into a slime by an evil old witch and she must travel the lands in search of a way to turn herself back

MDA

Core system & mechanics: Platforming

- Players will have to utilize Kari's abilities to platform through each level, requiring quick and precise positioning and timing

Supporting systems & mechanics

- Movement: the foundation for Kari's platforming abilities: walk, run, jump, and bounce (wall jump, acquired later in game)
- Resources: players will have to manage 2 main resources to use Kari's abilities
 - Slime: resource for slime abilities and doubles as HP, running out of slime leads to death
 - Mana: Resource for combat abilities. Further separated into subtypes (water, fire, ice, etc., like ammo in survival-horror games)
- Combat: even as a slime, Kari remains a witch that can fire spells
 - Water Shot (handgun, water affinity)
 - Fire Breath (flamethrower, fire affinity)
 - Icicle Burst (shot gun, ice affinity)
 - Rail Gun (sniper, lightning affinity)
 - Divine Volley (machine gun, light affinity)
 - Black Hole (grenade launcher, dark affinity)
- Items: Kari will obtain certain items throughout the game which can be used to solve puzzles, open doors, give an edge in combat, progress the story, etc.

- Slime abilities: slime specific abilities which add to Kari's platforming and combat capability
 - Absorb: lets you absorb organic matter to digest and replenish your slime; pure mana or enchanted matter to replenish your mana; and objects to store as items (this is the only ability that doesn't use slime)
 - Slime Puddle: flatten yourself down into the ground as much as possible, allowing you to hide in tight spaces
 - Slime Split: split off some of your slime as a decoy to distract enemies, also gives you a burst of speed on the ground, and a double jump when performed in the air
 - Sticky Slime: stick to walls and surfaces, allowing you to climb up walls and move across ceilings
- Enemy detection: enemies will attack and pursue Kari once they detect her in their line of sight and in a certain range. Once detected, enemies will pursue Kari until players either defeat them, escape their area of pursuit, or successfully hide while out of their line of sight (but still in their pursuit range)
- Anxiety: unshown to the player, the game will calculate Kari's level of anxiety using her current amounts of: slime, mana, and enemies pursuing her. When anxiety meets a certain level Kari will have a panic attack where the screen tunnels in and shakes (limiting players field of view and making it hard to concentrate), panicking music will play, sound effects will dampen and reverb, both damage taken and dealt is doubled, and all enemies' eyes will glow red (note detection by enemy bosses automatically results in a panic attack). Panic attacks will persist until the player replenishes resources above the anxiety threshold, or until they complete the level.

Dynamics

- Game flow is linear, players complete levels to progress the game with cutscenes in between some of them to provide narrative
- Gameplay loop consists of:
 1. Enter new area, platform around
 2. Find: items to store, parts of environment to replenish resources, enemies to engage/evade, and/or puzzles to solve
 3. Repeat 1-2 until end of level reached
 4. In some cases, be forced to defeat, trap, or escape an enemy boss by any means (whether through own ability or use of environment), before continuing to the next level
- Potential emergent playstyles and feedback loops:
 - Game mainly sets up players to quickly and precisely platform around to evade enemies under pressure, but players can still choose to: play slower and stealthier, avoiding detection altogether; or be more aggressive and engage enemies in combat more often, costing more resources but making platforming afterwards easier

- If engaging in combat, players can also choose which spells they like most and form different playstyles around that (burst vs constant damage, close vs far range, precision vs spread, etc.), albeit this choice is limited by mana management as once that mana type runs out, they must switch to a different spell
- Players must also choose at times when it's worth engaging enemies. In some cases they may be running low on slime and can't progress further, so they have to sacrifice mana to kill enemies and replenish their slime. Oppositely there will be times when they need to use slime, in order to bypass enemies and conserve mana.

Aesthetics: core experience is anxiety-inducing, eerie, "get the fuck away from me!"

Market & Platform

- Game will be most enjoyed by players who seek mastery over the challenges of platforming, stealth, and managing resources, but also by players who enjoy a bit of action and fantasy.
- Target audience are teenagers and anyone older who can master challenging game mechanics, enjoy thrillers, and appreciate cute eerie graphics
- Target platforms are PC and console (everyone should have access to fun game regardless of their preference)

Art & Sound

- Art will be simple, cartoonish, and "cute but eerie" for efficiency sake and to juxtapose the anxiety felt while playing
- Depending on the moment, sound effects can: echo and reverb for empty eeriness; ring and pierce for sharp panic; or boom and build to induce anxiety
- Similar to sound effects, music will depend on the moment and set the tone of either eerie suspense, building anxiety, or full blown panic

Other Inspirations

- Playing as the weakest RPG enemy, the slime (inspired by the anime "That Time I got Reincarnated as a Slime")
- Platforming like "Hollow Knight", survival-horror elements like "Resident Evil".