

Logo Fallin'

Gameplay

- endless 'dropper' ✓
 - akin to minecraft gamemode
 - 'vertical floppy bird'
- move side to side to avoid obstacles ✓
- different themes as you move further down
 - grass → cave → lava → water → jungle → etc. (random)
- falling speed increases the lower one goes ✓
- randomized obstacles/space (procedural generation) ✓
- skins for player
- high score (leaderboard)
- achievements
- mobile, singleplayer ✓
- currency ✓

Sound

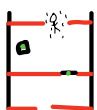
- air effect
- soundtrack
- ambience
 - depends on theme/set
- visual feedback

Powerups

- temporary slow falling ✓
- shield ✓
- dynamite: break through multiple floors ✓
- mini character ✓
- jump (replaced by cloud)

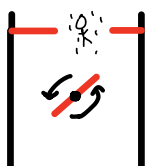
Floor Types

- lever ✓



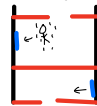
• open hatch with lever contact

- rotating floor ✓

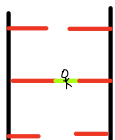


• player must time/find opening

- portals ✓

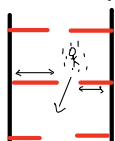


- goo ✓

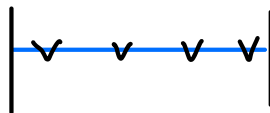


• player gets stuck
• must rapidly 'shake' player before its pulled away

- moving platforms ✓



- speed boost



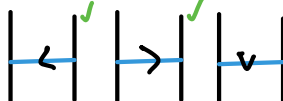
• temporary boost in speed for challenge

- speed reduction



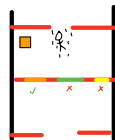
• temporary speed reduce for assistance

- wind ✓



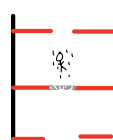
• pushes player in randomly indicated direction

- color match floor ✓



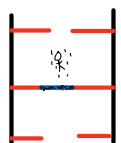
• player must go through matching floor color

- cracked floor ✓



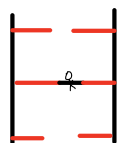
• floor breaks on player contact

Cracked floor (ice)



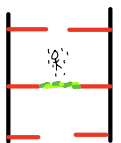
- floor breaks on player contact
- snow biome variation

snow



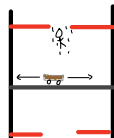
- slows fall

leaf/leaves ✓



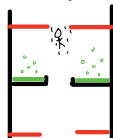
- floor breaks on player contact
- slows movement

minecart (bubble variation)



- rail is safe
- avoid moving minecart

acid pool



- don't fall in
- bubble effect

default ✓



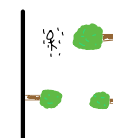
- no effect
- visual difference in biomes
- 4 positions

crystal



- variation of default floors
- crystal caverns

tree branch



- variation of default floors
- forest

cliffs



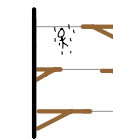
- variation of default floors
- mountain

grass cliffs



- variation of default floors
- grasslands

electric poles



- variation of default floors
- sky
- wires are safe

snowy cliffs



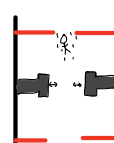
- variation of default floors
- tundra

carnival tops



- variation of default floors
- carnival

pipes/pumps (replaced by move floors)



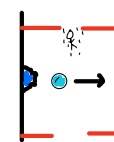
- never close fully
- either fully open or tight space

lava pool



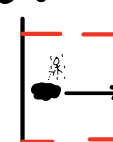
- don't fall in
- bubble effect

bubble launcher ✓



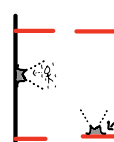
- on player contact traps player: (blue circle icon)
- player must tap to pop it

cloud floor ✓



- similar to wind, spawns between floors
- bounces player up
- replaces jump powerup
- moves across screen

vacuum (replaced by wind)



- gradually pulls player in
- can be attached to other floors

flame emitter



- turns on and off
- player can see it 'charge'

Floor Sets

- forest
- sky ✓
- city
- volcano
- factory
- ocean
- caves
 - mineshaft
 - crystal
- magic
- tundra
- carnival
- jungle
- space
- dungeon
- abyss

Modes

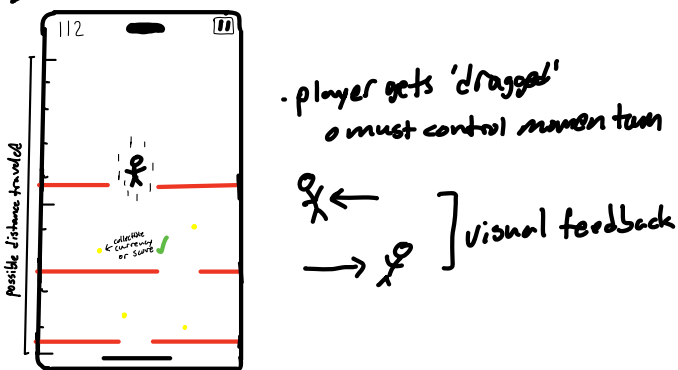
- endless set (pick a set to play in, new sets release w/ updates)
- endless random (future update)
 - transitions: each set has a custom transition between another set

UI

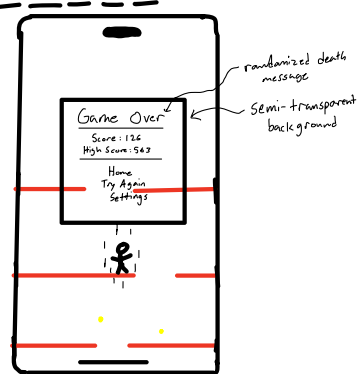
Start ✓



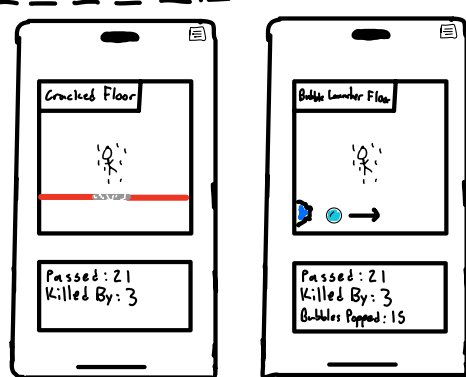
Falling ✓



Game Over ✓



Floor 'Encyclopedia'



Achievements [update/give names]

- Pass 10, 100, 1000, 10000, 100,000, etc. Floors
 - skins for achievement
- Die to 'Bird'
 - requires being dragged by Goo
 - no visual for 'Bird', just audio cues when player dies above screen
- Pop 10, 100, 1000, etc. Bubbles
- Collect 1000 Gems
- Colorblind ← change name
 - die to a color floor
- Splat
 - first floor death
- Going Anywhere?
 - die to very first floor
- Reach 100 seconds
- Superman
 - collect first powerup
- Gust
 - get pushed by wind