

# 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

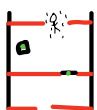
- air effect
- soundtrack
- ambience
  - depends on theme/set
- visual feedback

## Powerups

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

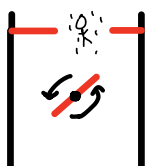
## Floor Types

- lever ✓



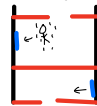
• open hatch with lever contact

- rotating floor ✓

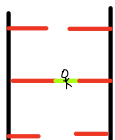


• player must time/find opening

- portals ✓

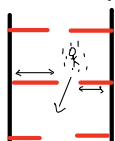


- goo ✓

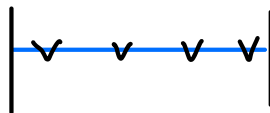


• player gets stuck  
• must rapidly 'shake' player before its pulled away

- moving platforms ✓



- speed boost



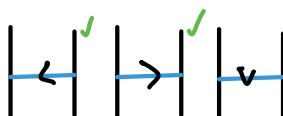
• temporary boost in speed for challenge

- speed reduction



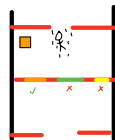
• temporary speed reduce for assistance

- wind ✓



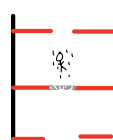
• pushes player in randomly indicated direction

- color match floor ✓



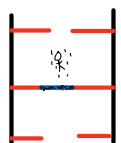
• player must go through matching floor color

- cracked floor ✓



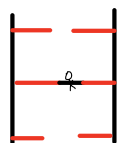
• floor breaks on player contact

## Cracked floor (ice)



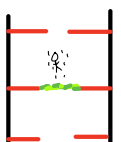
- floor breaks on player contact
- snow biome variation

## snow



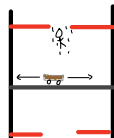
- slows fall

## leaf/leaves ✓



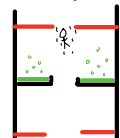
- floor breaks on player contact
- slows movement

## minecart (bubble variation)



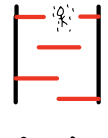
- rail is safe
- avoid moving minecart

## acid pool



- don't fall in
- bubble effect

## default ✓



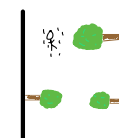
- no effect
- visual difference in biomes
- 4 positions

## crystal



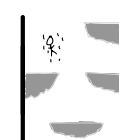
- variation of default floors
- crystal caverns

## tree branch



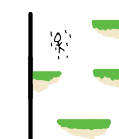
- variation of default floors
- forest

## cliffs



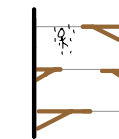
- variation of default floors
- mountain

## grass cliffs



- variation of default floors
- grasslands

## electric poles



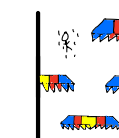
- variation of default floors
- sky
- wires are safe

## snowy cliffs



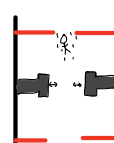
- variation of default floors
- tundra

## carnival tops



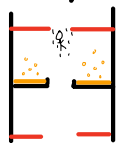
- variation of default floors
- carnival

## pipes/pumps (replaced by move floors)



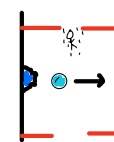
- never close fully
- either fully open or tight space

## lava pool



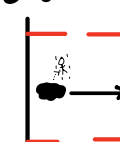
- don't fall in
- bubble effect

## bubble launcher ✓



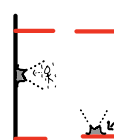
- on player contact traps player: (blue circle icon)
- player must tap to pop it

## cloud floor ✓



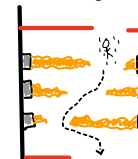
- similar to wind, spawns between floors
- bounces player up
- replaces jump power up
- moves across screen

## 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

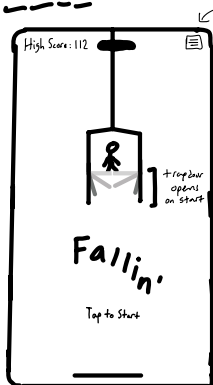
- forest
- sky ✓
- city
- volcano
- factory
- ocean
- caves
  - mineshaft
  - crystal
- magic
- tundra
- carnival
- jungle
- space
- dungeon
- abyss

## 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

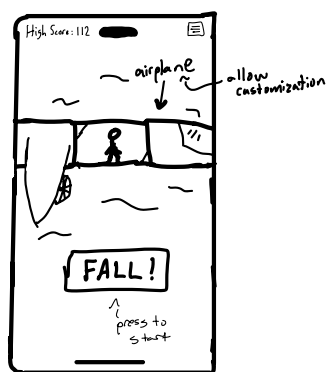
# UI

## Start ✓

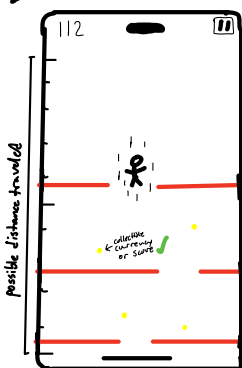


When selected

Profile	[icon]
Leaderboard	[icon]
Skins	[icon]
Settings	[icon]



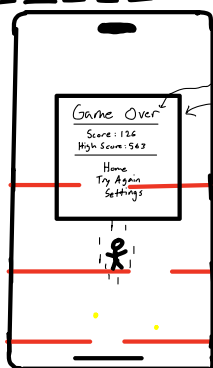
## Falling ✓



player gets 'dragged'  
must control momentum

← visual feedback  
→

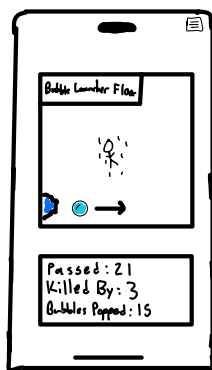
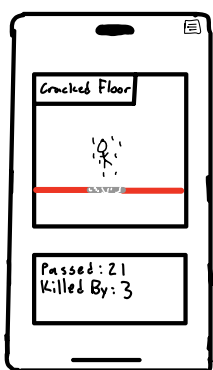
## Game Over ✓



randomized death message

semi-transparent background

## 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