

Logo

Falling.

Gameplay

- endless 'trupper' ✓
 - akin to minecraft gamemode
 - 'vertical flappy 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 ✓

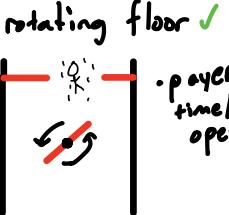
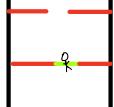
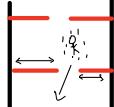
Sound

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

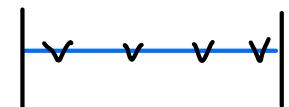
Powerups

- temporary slow falling ✓
- gravity flip
- 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 ✓
 
 - player must time/find opening
- goo ✓
 
 - player gets stuck
 - must rapidly 'shake' player before its pulled away
- moving platforms ✓
 
 - player must time/find opening

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 ✓



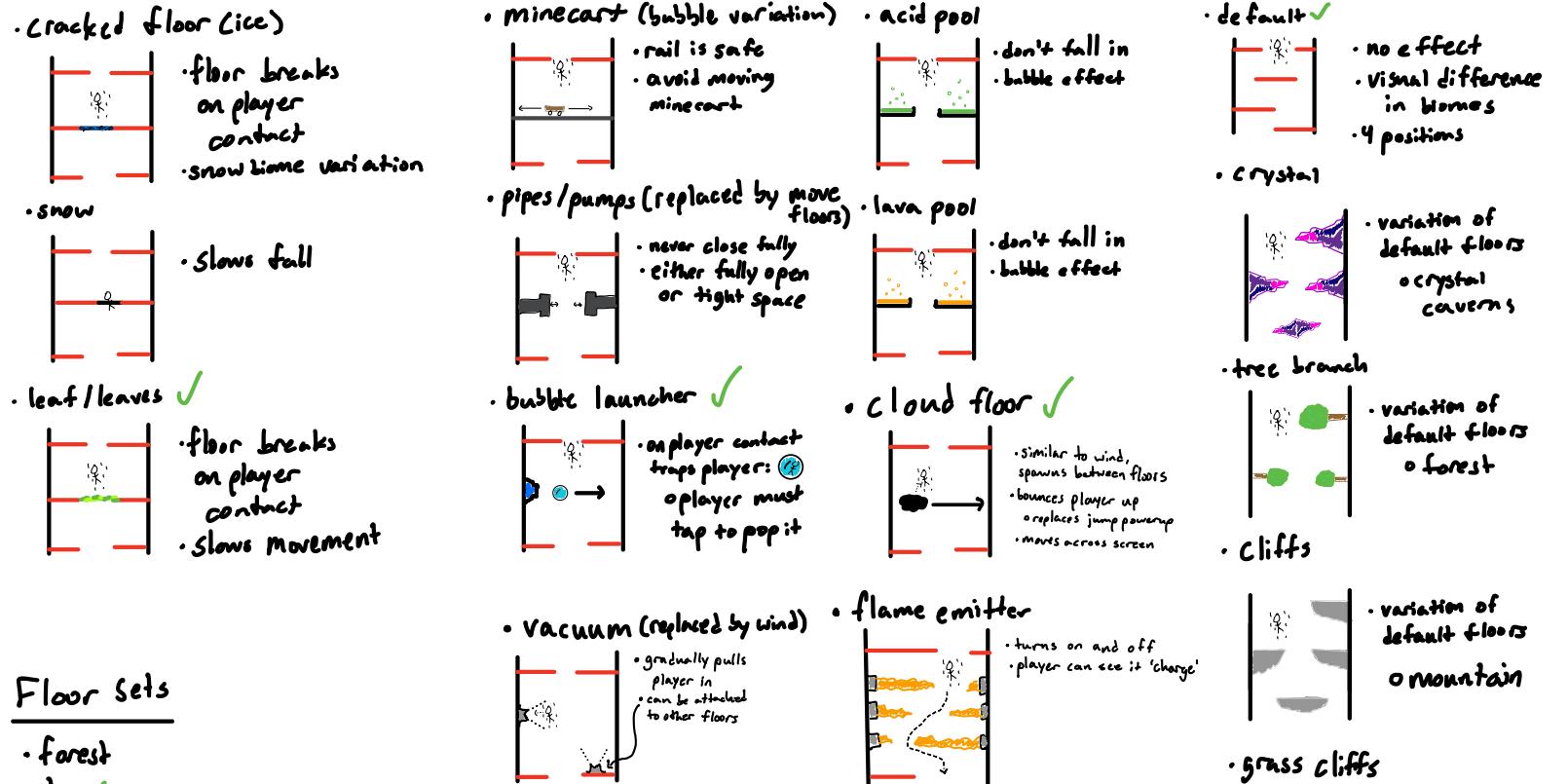
- player must go through matching floor color

Cracked floor ✓



- floor breaks on player contact

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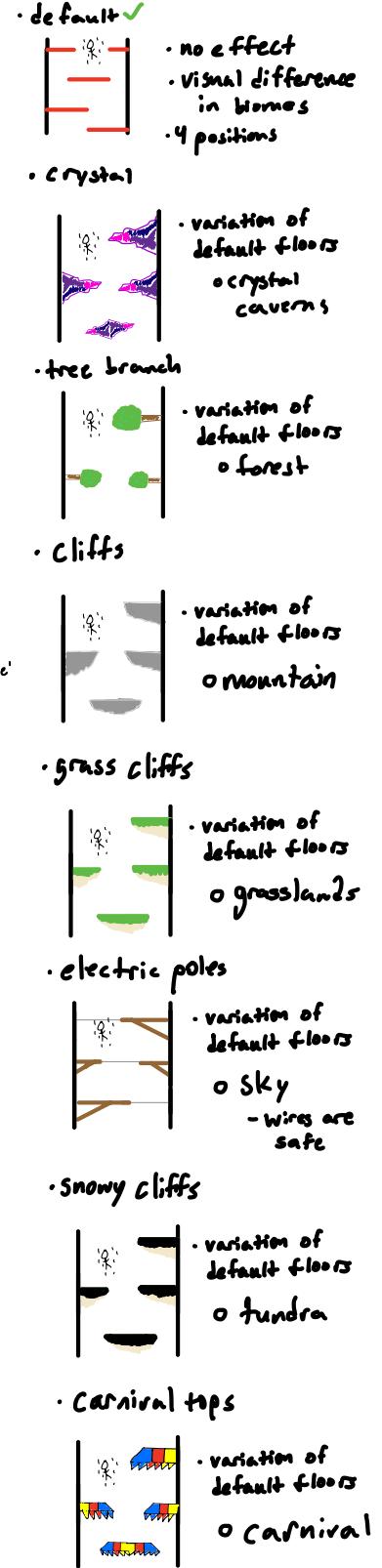


Floor Sets

- 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



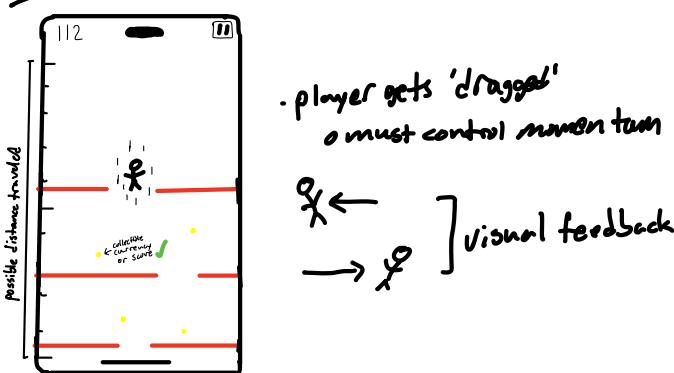
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UI

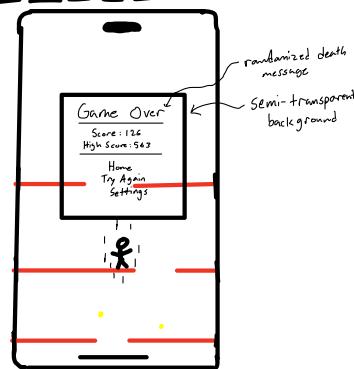
Start ✓



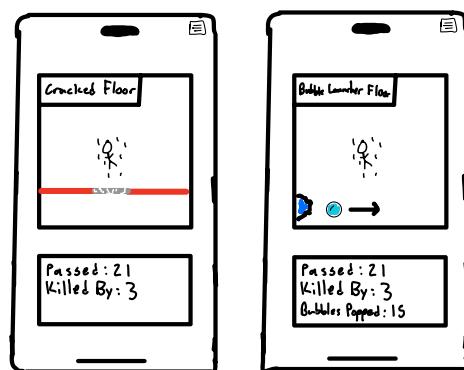
Falling. ✓



Game Over ✓



Floor 'Encyclopedia'



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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

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