Project Glitch

1. High Level Concept
   1. You have been trapped within a videogame designed to be unbeatable. However, you have the unique ability to “glitch” your way through otherwise unpassable obstacles. Make use of your various glitch powers to clear levels and beat the game. However, you must remain wary of the game’s Debug Mode…
2. Genre
   1. Side-scrolling Platformer w/ Brawler aspects
3. Mechanics
   1. Player navigates through levels making use of various glitch abilities:
      1. Pause: Pauses motion of enemies and obstacles. Paused enemies lose invincibility after being attacked and thus receive more damage.
      2. Ghost: Allows you to walk through walls, as well as dodge enemy fire.
      3. Cancel: Cancels (typically negative) aspects of player actions depending on which action it is accompanied with.
      4. Jump Cancel: Turns off gravity; can be used to clear wide chasms.
      5. Attack Cancel: Reduces recovery time after attacking; can be used to speed up attacks.
   2. These abilities can be used in tandem with one another, and share energy from a single gauge.
      1. When the gauge is fully depleted, no abilities can be used for some time.