

## **Game Title:** Escape Phase

### **Story:**

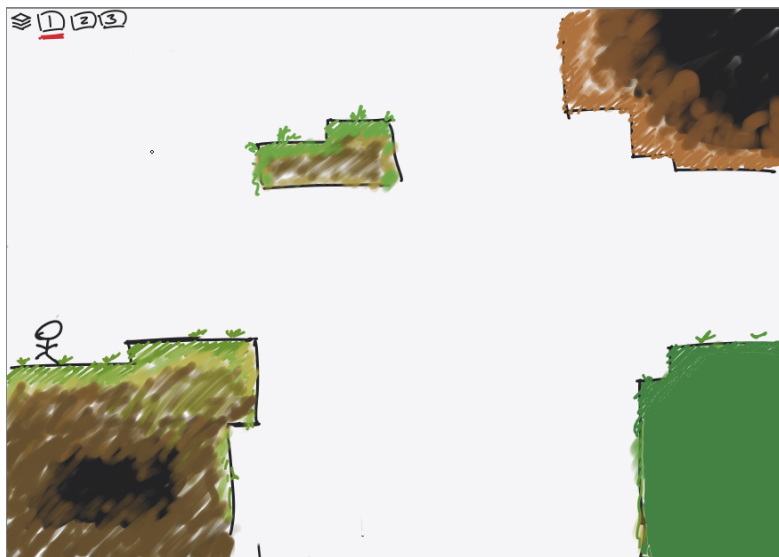
A humble sprite must journey through a fragmenting/disintegrating world to turn off a “disinteg-ray” that is powering up. As the sprite gets closer to the ray, different layers of the universe start to overlap, allowing other sprites to interact with layers outside of their own -- and not all of them are friendly. These phases are strange worlds, alien to the sprite, and some have unusual characteristics that make it more challenging to progress. To stop the world from breaking up, the player must phase shift through different layers to make it to the end.

### **Technical Elements:**

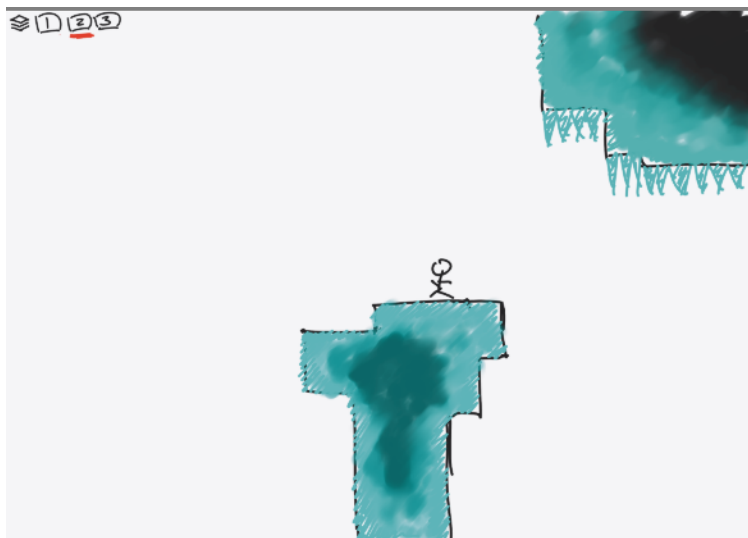
The core mechanic of the game is shifting between layers. Players can press certain key(s) to shift between layers and change their view of a level. Carefully planning where and when to shift will be critical to the player’s success. Randomly scattered throughout a level are also shards of a star: gathering a certain number of them will give you a random powerup which can change how the player approaches obstacles and hazards.

- Rendering
  - Each level will have textured walls, platforms and obstacles
  - Enemies, projectiles and the player character will be rendered as well
  - A background layer will be rendered to show the world distintegrating as the player gets closer to the “disinteg-ray”
- Assets
  - Players, enemies and different layers/stages will have custom sprites
  - Different layers/stages may have different audio tracks
  - Sound effects for in-game interactions (collisions, level completion effects, etc.)
- 2D geometry manipulation:
  - The player character will respond to player input (WASD+Space) and move through the game scene
  - The player can collide with platforms, walls, and enemies
- Gameplay logic/AI
  - Enemies are sensitive to the player’s location and can path towards them/shoot projectiles at them
  - Players can be “killed” by hazards across different layers, even if they can’t see them
  - Non-hazard objects do not persist through layer switches (e.g. platforms only exist on one layer)
  - On player death, the player is transported to the start of the level/the nearest checkpoint. There is no health resource and players have unlimited lives.
- Physics:
  - Most entities, barring platforms and the like, are affected by gravity (e.g the player character, enemies, and some projectiles)
  - Different layers may have different physics (e.g. greater or reversed gravity, slippery floors, etc.)

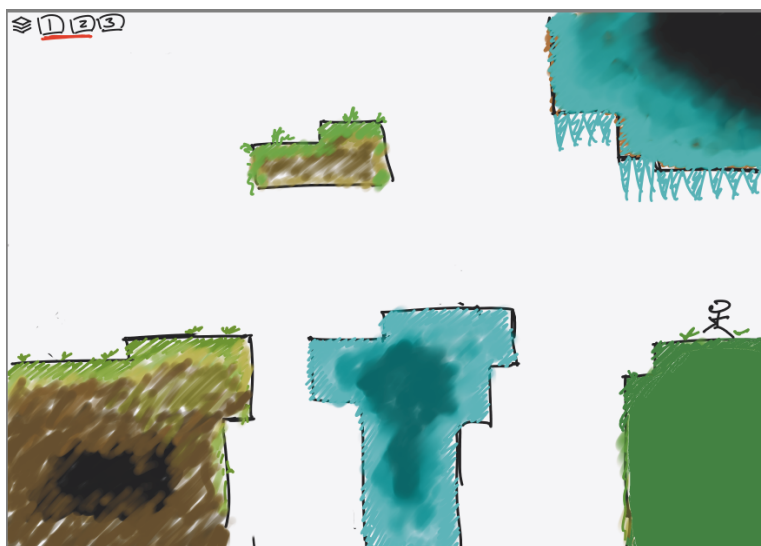
Concept Sketches:



(Phase 1)

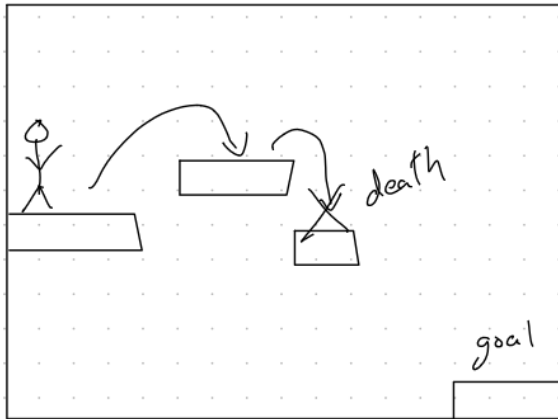


(Phase 2)

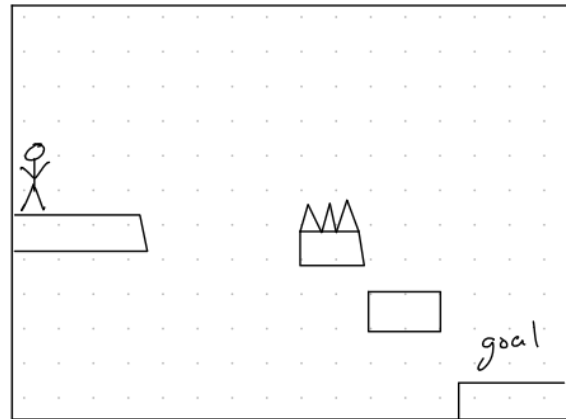


(Both phases shown)

Phase 1



Phase 2



Progress

