Nemeko
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Project Proposal

Inspiration:

- [Overcooked](#) - The idea for our control scheme and swapping roles stemmed from Overcooked.
- [Super Mario Galaxy](#) - Inspiration for platforming in environments without one set down. Also, it's a-me, Mario, the pure essence of platforming
- [6-sided Sojourn](#) - Rather than being placed in a conventional "world" setting, the player is situated on their own encapsulated world in the form of connected geometric "planets."
- [Snake Pass](#) - Platforming with unconventional controls (such as the lack of a jump button), and without enemies. We want to experiment with the boundaries of what makes a platformer.
- [Sea of Thieves](#) - Cooperation is a must in this game. For instance, the helmsman cannot see where the ship is going while the sails are down, so someone needs to tell them where to steer. While our game technically could be played single player, it is much more interesting to cooperate with a second player.
- [Affordable Space Adventures](#) - Another sense of cooperation between players that is being aimed at. Each player controls a specific set of mechanics and they must be used with constant communication in order to solve problems.

Kelly's 7 Questions

1. *Is the game's fiction urgent?*
   Yes, the players must escape and avoid hazards on their journey towards the goal within each level.

2. *What is the player's job?*
   The players' job is to reach the end of each level by working together and coordinating which actions are needed to progress in the game.

3. *What are the verbs?*

Run, jump, crouch, break things, other special actions, switch player roles.

4. *Do the actions support each other?*
   Yes, across players they do. One player's actions supports the other player's actions as they work towards a goal. Each player can only perform a specific set of actions so they must communicate on when to switch roles in order to progress. For example, if one player is in control, the character is able to move using the analog stick and jump using the "A" button. When the other player is in control, the character can still move using the other analog stick, but they will lose the ability to jump while they gain the ability to break things using "Down" on the D-Pad.

5. *What are our mechanics types?*
   Physical actions, progression (described below), uncertainty (described below), control (cooperation control scheme).

6. *What is the defining rule?*
   Players must work together and swap roles according to the situation.

7. *What is the game testing?*
   Player cooperation - players' individual skills are tested but more importantly, players' coordination as a team will determine how successful they will be.

Player Progression Mechanics
- Levels get more difficult
    - E.g. bigger and more complex worlds to navigate
- Unlock abilities
    - E.g. start with a certain set of abilities and earn new ones with each level

Types of Uncertainty
- Performative uncertainty
    - The player's own skill in figuring out how to clear levels
- Player unpredictability
    - Each player will not be able to perfectly predict how the other will act, and must navigate this uncertainty to work together as a team
- Solver's uncertainty
    - Players will not know what challenges they will face or how they may have to apply their abilities