

Nemeko

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Project One-Pager

Game Idea

We plan on making a 3D co-op platformer with a unique control scheme. Two players will work together to control a single character, either each with their own controller or both sharing the same controller. One player can control movement while the other controls special actions unique to each player (such as jumping or smashing things). The two players can swap roles during gameplay. The game would see the character navigating levels across entire geometric shapes, across all faces, with gravity re-adjusting its direction accordingly to each face – similar to some planets in Super Mario Galaxy. The players will have to work together to get through various hazards and solve puzzles by swapping roles between each player moving the character and using their special abilities to make it to the end of each level. Doing so, they can move on to more challenging levels and unlock new abilities.

What's cool

Sharing and coordinating controls:

Players will have the controls for a single character split between them, requiring players to work together and communicate. This level of cooperation is not seen in many games, but when pulled off, it can make for exciting gameplay.

The World:

This game will take place over entire geometric surfaces, as opposed to being constrained to the top side. For instance, a sphere would be like a tiny planet, with the players being able to walk on any part of it, like in Super Mario Galaxy. For any given shape, gravity will pull a character towards the nearest face, allowing for interesting puzzles and platforming.

Problem solving: The control scheme of this game allows for interesting problems for players to overcome. Besides just working the controls themselves, different abilities will be needed at certain times and the players must figure out who needs to do what.