

# Hue

## Mission/Objective

Our game aims to explore the intersection between adventure and creativity by encouraging players to creatively solve problems in order to overcome obstacles and advance through the game. As the player continues through the levels, the level design and art style will develop along with them; our goal is to make completing the game feel like an experience for the player.

## Description

In a world with a color palette of only shades of grey, help your character find paint supplies and make the world more colorful by navigating through the world with strokes of your paintbrush. As you progress further into the game and bring more and more color back to the world, the enemies and obstacles you will face are all in greyscale: remnants of the bleak environment you have been trying to break away from.

You have a finite amount of paint that you may use to complete a given level; drawing platforms and taking attacks from enemies will deplete your paint supply. When you run out of paint, you will be taken back to the start of the level. However, the platforms you paint will not last forever. After a certain amount of time, your drawings will disappear and replenish the paint you used to create them.

## Mechanics

- Painting platforms
  - The player can use their mouse to draw platforms into the game that they are then able to maneuver the character onto, in order to complete a level. This can also be used to climb across pits, block enemy attacks, or any other creative purpose the player can think of
  - Painting a platform uses up an amount of your paint supply proportional to the length of the platform you draw; however, the platforms will disappear after a certain amount of time and replenish your paint supply
  - If enemy attacks hit you, they will also deplete your paint supply
  - If your paint supply reaches empty, you will be reset to the top of the level
- Paintbrush colors
  - You are able to bring color back into the world by completing levels and accessing paintbrushes with different colors of paint
  - Each color of paint corresponds to a different, new ability that you are then able to utilize to complete levels moving forward
    - Platforms that last for a longer amount of time than a regular platform

- Platforms that move either horizontally or vertically, depending on the color
  - Create weighted structures to drop onto enemies or pulleys\*
- Dynamic level and art design
  - The level design will become more complex as the game progresses; initial levels will only consist of the goal point the player is attempting to reach. As you continue completing the levels, however the terrain will become more complex, obstacles will start to appear, and enemies will begin attacking you to prevent you from reaching your goal
  - The initial color palette will be bleak greyscale, with only the player character and whatever they draw possessing any kind of color. However, as the player progresses and collects more colors of paint, the world around them will become more colorful and detailed as they go

## Genre/Platform

This game is a combination platformer and adventure game that is primarily puzzle-based rather than combat-based.

## Aesthetics

The world begins in greyscale and becomes more colorful as the game progresses. The initial style is similar to the game “Limbo”, with an ominous background in shades of black and white. In contrast, the characters in the game have a more cutesy, cartoon-y vibe to them; this is to allow the player to feel more immersed in advancing the character through visually appealing character design, as well as to contrast with the stark greyscale of the initial background.

## Feature List

- Platform painting
- Different types of paintbrushes
- Enemies
  - Enemies launch projectiles at you if you enter within a certain radius of them, which can deplete your paint supply if they strike you
- Obstacles
  - Spikes
  - Pits
  - Other environmental hazards
  - Falling or running into one of these obstacles can deplete your paint supply, or, in a worst case scenario, take you back to the start of the level
- Camera
  - The camera will follow the character as they move around a level, allowing the player to explore their environment as they move

- Item drops
  - Paint cans can replenish your paint supply
- Dynamic level and art design
  - The level design becomes more complex and the environment becomes more colorful as the player advances through the levels
- Paint UI
  - The player can track the amount of paint they have through a bar on the side of their screen; if the player draws a platform or takes an attack from an enemy, the UI will update their paint amount accordingly

## Division of Tasks

Kachi: Story and level design, programming

Ivy: Programming

Lauren: Programming

André: Art

\*Will be implemented if time permits