Game

A retired engineer named Dimer, lived in the town of Sagn spending most of his days in his garage creating unorthodox creations, using the knowledge obtained throughout his career. Dimer always had a hunger for knowledge and would always experiment and try to expand his skills, but that was not enough. Dimer’s retired life lacked a purpose, a challenge and he soon found one, a fitting one that he felt was made for him, a journey to find the lost ruby of Zellion. Zellion was a powerful archmage who protected the town of Sagn and was said to have lived in the Mountains close to the town and upon his death, his necklace that he wore, a ruby contained all the knowledge Zellion had, and legend has it that the ruby is still hidden in the mountain. Many tried to grasp their hands upon the powerful ruby, but very few managed to get out of the mountains alive and those who did all said the same thing. It is said that the mountains are alive, preventing anyone who tries to go through and as time passed fewer and fewer attempted to have a go at the mountain and in today’s time, the ruby to most is considered a myth, but not for Dimer. He decided to go after the ruby on a do or die journey. Since Dimer is old and not very mobile, he creates some gadgets to help him on through the mountain.

On his way to the mountain, dimer finds a tiny creature, nothing like anything he has seen before. The creature seemed friendly and approached Dimer, trying to communicate but failing, as the creature didn’t seem to speak a human language and grabbed a wooden stick and drew a map on the ground, which seemed to lead to the ruby (but instead lead to the creature’s nest).   
The player and the creature will need to work their way through various stages to reach the nest and in the process, the player will find food that the creature will eat and grow stronger, unlocking new abilities for the creature to use to help Dimer through stages of the game. There will be a minimum amount of food to pick up for each chapter in order to proceed, but there will be additional food for players to pick up which will still make the creature stronger. Once the nest is reached, the creature will betray and attack the player. The fight will be considered a boss and once that is done, the player will realize that he was tricked and the map he followed wasn’t never leading to the destination he thought initially. (Un)Luckily for him, in the middle of the mountain there is a huge hole, from the bottom (where the nest is) to the top, and at the end of the fight, the creature as its dying will fall and crush the ground, creating the volcano bellow it erupt. The player will need to climb the hold before the lava reaches him using rocks around the hole. Once at the top, he will realize that he finds himself inside Zellion’s place and will find the ruby there.

To be continued.

GADGETS:

Suit to be more mobile, run faster, jump higher etc.

Double jump bomb (Raze’s E). (Button Z) +

Command the beast to Jump, move, break walls or even throw him.

And beer

decides to go on a quest to find a lost legend which if found, could complete his life goal of having endless and infinite knowledge.   
The myth has it, that deep in the mountains of Zellion named after the eldest Archmage Zellion himself, lies a powerful ruby that contains all the powers and knowledge of Zellion hidden somewhere in the core of the mountains. Many searched the mountains, few of them came back to tell the stories, stories of a mountains that seemed to be alive, dangerous and filled with creatures never seen before. While intimidating and scary,

Update:

The game will have a very liquid like movement, allowing the player to reach infinite speed (if they can ofcs hehe) with speed while in the air to not be controlled. In addition, the player will be able to slide/stick to walls.

Inside the mountains, platforms could glow and have levels fully dark. Check Barckleys game and way of lighting the platforms up. Could use standard colours that the levels could pick randomly and use for their platforms, making the levels feel less repetitive and plain

Update2v:

Liquid movement and infinite speed mentioned above do not work well with the rest of the game, so scratch that. Still keeping the wall jumps for now and that full dark theme at some levels and the colour thing. Can do similarly with The Spectrum Retreat and add colours to the game, that you can use to pass different areas. The colours can be taken either by colliding with textures of said colour, or with gems that have the said colour. Maybe a combination of both? Like green terrain with green gem on top?