GAME JAM GROUP –

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**UR 2 OLDDDD!!! (Get Out of Here)**

**-The Five Stages of Grief expressed though leaving a bouncy castle and accepting reality for what it is.**

*Nepenthe: (nuh-penn-thee): a possibly fictional potion used for sorrow, mentioned in ancient Greek literature & mythology.*

*-*You begin at the heart of Nepenthe- a sprawling bouncy-castle with joy and colour at its’ core. Those who live in the innermost parts of the castle believe all to be peaceful and at ease, while those in the rest of the inner castle express disdain, unrest, and anger toward those both further in and out from the core. As you begin to explore what’s out there beyond the inner castle, the world begins to appear drab. Colour recedes and residents are desperate to enter the deeper parts of the castle from which you came, begging you to help them cross lethal gaps- at the cost of your own life. As you progress once more, all colour within the world disappears. The smile on the avatar’s shirt has turned to a frown. Shades of grey illustrate the world, and residents are just… sad. Dulled by a pain unique to each of them- their own grief. They have no desire to move closer or further away from the heart of the castle. The end of the castle is completely dark. Residents are… calm. They encourage you for leaving the castle- for getting so far. They greet you with overwhelming acceptance. As you reach the end, and things completely fade out to nothingness, a door opens, blinding white light pouring through it. The player steps out, a smile on their shirt once more. The door closes behind them & the game ends.

-*This is a story about progressing through the five stages of grief and exiting the entire process- represented by the bouncy castle, looming over the player the entire game.*

**-**You enter a bouncy castle and find yourself lost at the back. Child guards with bouncy uniforms tell you that you’re too old to play in the castle and you *need to get the hell out*. If a soldier captures you in a later level, you’re said to turn into part of the castle. Three chances per level.

-2D platformer in bouncy castle

-Metroidvania-esque (New mechanics/items as you go on)

-Focus on gameplay mechanics

-Escape-based

-Not everything is bouncy, some things give you more bounce the more you use it, some slow you down or remove all bounce

-Puzzle-progression

-Stop momentum button/dash

-Spikes

-Bumper obstacles

-Death sends you to the start of the level, three deaths restart the game, and death slots refill each level completed.

-“You suck at this” easter egg when you do bad

-Game teaches you condescendingly (“you’ll NEVER make it out of this room, especially with the [mechanic being taught that level]”)

-Colorful yet bleak or vice versa, starts out colorful and gets bleaker to represent aging.

-Unity

-Make the base mechanics of the game, after that, begin the game

-Player cannot jump, but they can optionally jump higher when on bouncy texture

-16-bit Pixel style

-Time in the corner of each level within the HUD- player high scores will be saved &

TO-DO:

-Create avatar

-Create left-to-right level

-Create bouncy texture (& non-bouncy texture)

-Create “Goalpoint” that ends the level

Art – Bryn, Gus

Music/SFX – Bryn, Luc

Level Design – Bryn, David, Gus

Programming – David, Luc

LEVEL 1 DIALOGUE (DENIAL):

NPC 1: “I know we’ve been here forever, but this place is always fun.”

NPC 2: “There’s really no place I’d rather be… hm.”

NPC 1: “…”

NPC 2: “…”

NPC 1: “Can we help you?”

[YES]

NPC 1: “No, we can’t. I’m sorry, but we’re busy. Maybe somebody outside the city can help you! Bye!”

[NO]

NPC 2: “I sure hope not. This place is wonderful!”

NPC 3: “You stand at the castle town gates of Nepenthe. Beyond these walls lie the outskirts and far lands of the castle. Some people say it’s harsh out there but getting anywhere’s a breeze, so you’ll be fine.”

NPC 4: “You shouldn’t be here.”

NPC 4 (If talked to again): “…”

NPC 4 (If talked to a third time): “You need to leave.”

Game Over if died in this level: “You were discovered by the residents of Nepenthe. They nursed you back to health, and you forgot about why you ever wanted to leave.”

LEVEL 2 DIALOGUE (ANGER):

NPC 1: “I can’t stand the castle townies. They pretend like nothing’s wrong out here and that they live in paradise. It is way too difficult to move around out here. It’s a joke.”

NPC 2: “…Hey. You comin’ from the castle town?”

[YES]

NPC 1: “Best get the hell out of here while you can. Go see the real world.”

[NO]

NPC 2: “So you’re from way out there, huh? Good luck getting back. It’ll be rough. Now beat it.”

NPC 3: “I wanna go further into Nepenthe. I can’t stand the depressives and psychos out here. At least the inner castle sounds peaceful.”

NPC 4: “What do YOU want?”

[YES]

NPC 4: “…Okay?”

[NO]

NPC 4: “…What?”

NPC 4 (If spoken to a second time): “Go away.”

NPC 4 (If spoken to a third time): “Go away! I can’t stand this part of the castle! It’s crowded and sweaty and the whole damn thing smells like dirty socks!”

NPC 4 (If spoken to a fourth time): “…You don’t belong here. You’re from out there, I know it. Go. Do what you need to do.”

Game Over if died in this level: “You were brought back to the core of Nepenthe, injured. What you saw frightened you enough to never want to leave again.”

LEVEL 3 DIALOGUE (BARGAINING):

NPC 1: “You gotta help me cross this gap, man. Please. Just jump over and then let me jump off of you. You can grab on to the spikes and climb back up. Please, I need to get to the heart of Nepenthe. Please help me.”

NPC 2: “Are you heading to the end of the castle? It’s harder to go there than to head back where you’re coming from. C’mon, just help me get over there.”

NPC 3: “I need to get out of here, man. The colours make me want to vomit.”

NPC 4: “I get you, but apparently the inner-castle-paradise story is a crock of shit. I heard that they’re on something that makes them oblivious to all the crap out here.”

NPC 3: “Man, you’ve been talking to those people out towards the edge again, haven’t you?”

NPC 4: “…It ain’t my fault. I’d do anything to get away from here. They know what it’s like.”

Game Over if died in this level: “You were forgotten as another soul trying to leave the castle’s bleak outskirts. There is no account of you returning to the castle town or leaving the castle.”

LEVEL 4 DIALOGUE (DEPRESSION):

NPC 1: “…”

NPC 1 (if spoken to again): “Why are you even trying? Just give up…”

NPC 1 (if spoken to a third time): “…”

NPC 2: “Lost my nephew when he tried to make it to the core of Nepenthe. Bright young man… just wanted to play and bounce around where things were the safest. You didn’t… happen to see him on your way here… did you?”

[YES]

NPC 2: “…”

[NO]

NPC 2: "…”

NPC 2 (if spoken to again): “…I don’t feel like doing anything today.”

NPC 3: “I don’t have it in me to get out of here. I’ve tried. So many times. But I don’t think I can do it…”

NPC 3 (if spoken to again): “The people in castle town forget we live in a fragile kingdom. They repress those just outside of it and it only fuels the problem. You crossed through a sea of desperate people to get here, and for what? There’s nothing out here… There’s nothing outside this castle…”

NPC 3 (if spoken to a third time): “If there is… I’m not ready for it.”

NPC 4: “You’re reaching the edge of the castle. You sure you wanna keep going?”

[YES]

NPC 4: “Be my guest. You worked hard to get here. Keep moving forward.”

[NO]

NPC 4: “Then you may stay here as long as you’d like.”

Game Over if died in this level: “You stayed near the edge of the castle. Unable to bring yourself forward, you lose yourself in the depression around you.”

LEVEL 5 DIALOGUE (ACCEPTANCE):

NPC 1: “…It’s so quiet here. All everybody wants is to go further into the city. Nobody cares about what’s really out there… maybe they’re just not ready. Don’t you wanna know, too? What’s out there after all this?”

NPC 2: “I had a friend seek out the edge of the castle. He used to live at the core and went through hell trying to get here. I don’t know if he ever got out, but I never saw him again. Are you trying to reach the edge?”

[YES]

NPC 2: “You’ve got this. You’re almost outta here. The entire world is not just this bouncy castle. Keep going.”

[NO]

NPC 2: “You’re in quite the odd place, then.”

NPC 3: “…I’m not ready to leave.”

NPC 3 (if spoken to again): “…How do you move forward, knowing everything that you’re leaving behind? There’s comfort in here…”

NPC 3 (if spoken to a third time): “…But you’ve come all this way. So maybe the edge is worth seeking out.”

NPC 3 (if spoken to a fourth time): “…I think I’m ready.”

NPC 4: “They say this castle is a prison of the own mind. That none of us are actually real- we all exist to serve some cognitive function of a greater being- that the different communities circling around Nepenthe’s core represent the emotions of some unfathomable entity. Maybe we’re all just figments of somebody’s imagination- that we’re there to help them cope. I don’t know.”

NPC 4 (if spoken to again): “…Did we help?”