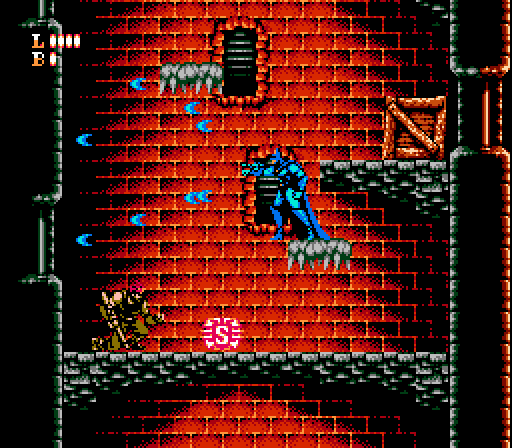
**Long Arms**

(working title)

# References



*Solbrain (famicom)*



*Batman: Return of the Joker (nes)*



*Contra III (snes)*

# Elevator Pitch

A 2D action platformer game where you have the ability of stretching your arms so you can attack or do grappling hook fashion actions.

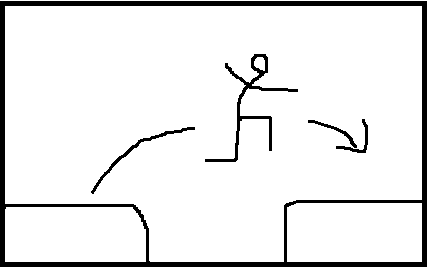
# Core mechanics

Your character is controlled using arrows on gamepad and 3 buttons/actions:

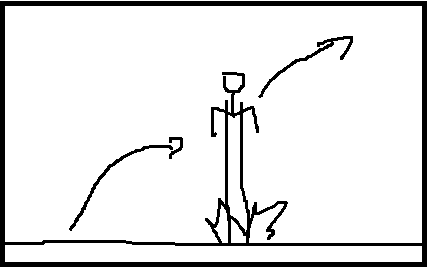


*Xbox controller for illustrative porpouses*

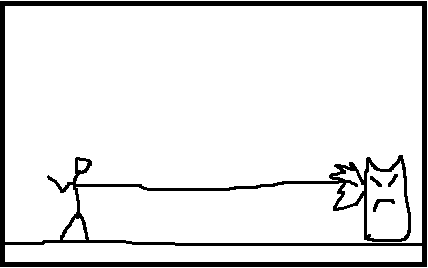
A: Jump  
B: Attack  
C: Grappling hook



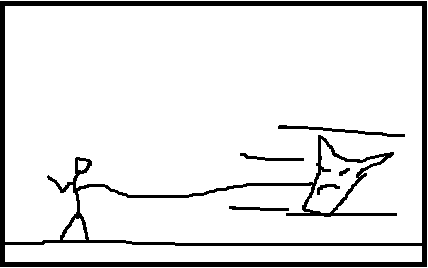
*Jump (A)*



*Double jump (A + A in mid air) (achieved streching the arms and hitting the ground, so you need ground below you)*



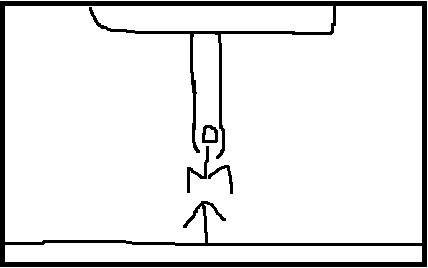
*Attack (B)*



*Hook enemy (C) and…*



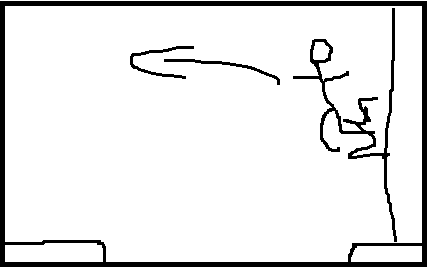
*Attack (B) (is similar to a parry, you need to time this attack, the enemy flies away and can damage others enemies)*



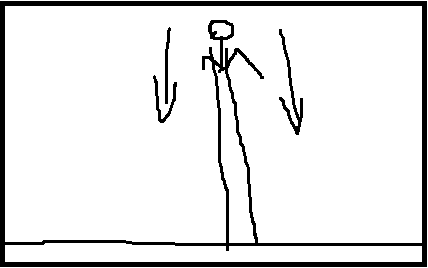
*Up Grappling Hook (C + UP)*

# 

# *Left or right grappling hook (C + LEFT or RIGHT)*



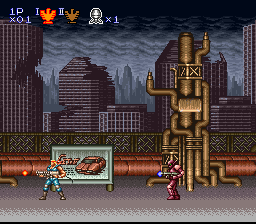
# *This automatically triggers a Wall jump in the opposite direction, giving the chance of combo with other Wall grapple or enemy attacks, etc.*

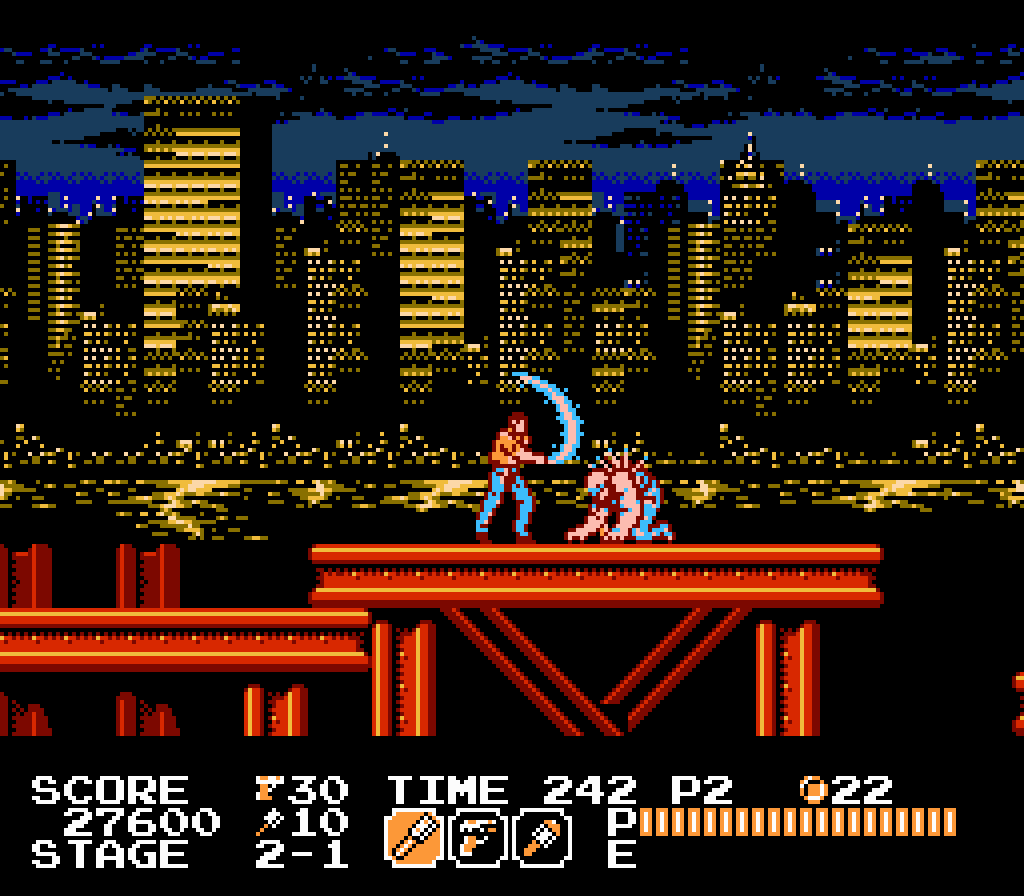


# *Down grappling hook (C + DOWN) this makes you go down quick, and does an area attack*

# Theme / Setting

Futuristic Robocop/dystopia, cyberpunk maybe.





# History