



Version: 0.1

Last Updated: 10/29/14

ARTISANNE

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GENRE

2D Action Platformer.

SYSTEM REQUIREMENTS

It will be developed for PC platforms primarily.

GAME MECHANICS

Game will be in 2D and consist of a character jumping from platform to platform and killing enemies to progress to the end of the level. The player will have a limited amount of health (hits he/she can take) and special colors/types of paints that have certain special properties. You have the basic colors (RGB) that controls what the action button would do (Red for melee, green for

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projectiles, blue for defensive parrying and counters) you can switch between at a whim, and special colors of paint with limited uses that do particular tasks such creating platforms.

GAME STORY

The game follows our unnamed protagonist as she fights her way through amalgamations of corporate America with a paint brush as a weapon. The different color paints applied to the brush give it different properties.

GAME CONTROLS & USER INTERFACE

The game will have simple controls with one button to jump, one button to perform your basic action, and a button to cycle between what the basic action button does. The UI would be simple with no more than the character's health, the particular style of combat you're in, and whatever special paint you happen to have.

MONETIZATION

Available on PC platforms for \$10-\$15.

REPLAYABILITY

The final version of the game will have secret areas that you can only access by using the special paints in certain areas.

SEQUEL

There are no plans to create a sequel of this game, but if it's successful we would definitely put it under consideration.

INSPIRATIONS & EXAMPLES

The main inspirations come from other simple platformers such as Mario with the action parts being inspired by the likes of Castlevania or Mega Man. The different forms of combat are inspired by modern action games such as Devil May Cry where you can changed weapons to change how the gameplay works.

ASSET LIST

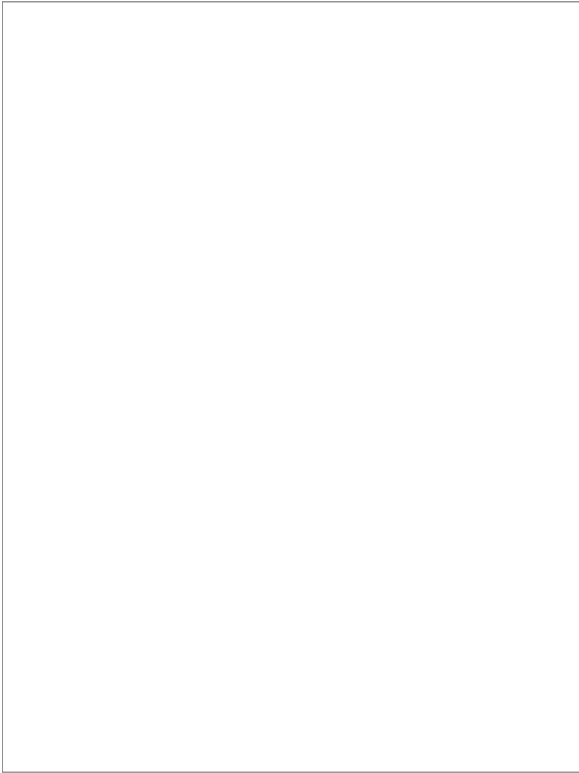
Main Character:

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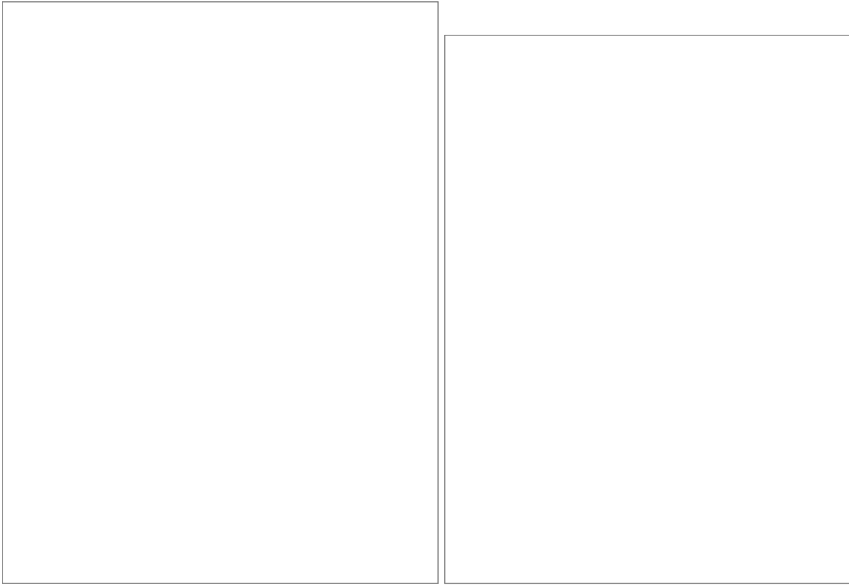
Sketches:

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Enemy sketches:

