

# Elementor - Light GDD

– By Miguel Bermudo Bayo

## Introduction:

“Elementor” is a simple MEGAMAN inspired platformer game where your objective is to complete all levels in whatever order you choose. It is meant to be completed in one sitting as it will not save your progress.

Every level you complete will reward you with a modification to your abilities, for example a double jump, a dash, a grapple hook, different weapon shots, etc.

With a total of 4 basic levels and a final **unlockable** one. you can choose which order you want to play them, and every level has alternate routes you can take if you have abilities at your disposal, these alternate routes contain keys that will give handy power ups and consumables as well as the possibility of unlocking the extra ending (if u complete all levels fully) for the final level, where you need to use all the abilities you’ve gathered to beat it.

If the player dies, they must start the game from the beginning without any ability unlocked, so the game must be completable relatively fast.

## Motivation:

The game is a lighthearted but somewhat difficult experience too keep the player invested in the gameplay, its replayability value comes from the possibility of playing the same level twice but being able to experience it in a multitude of ways since you don’t have all abilities from the beginning.

## Mechanics:

### Basic mechanics:

At the beginning of the game the player will be able to move and jump once before touching the floor again and perform a melee attack that pushes them back a bit, the enemies will be increased in difficulty the harder the route you take is from just moving around to melee attacking to shooting bouncing laser attacks.

### Unlockable mechanics:

Each of the levels will give one the following abilities (at random as to give more replay value to the game, but a set mode should be available too if time allows it.):

- Double Jump
- Dash (ground and aerial)
- Bomb attack (lobs a bomb forward a short way, needs consumables to be used, gets 5 upon pickup)
- Spike shield (does damage, makes you immune while it lasts, short recharge timer (2-3 seconds))

### Artstyle:

The idea of the game is to have 4 very distinct levels, to maintain a cohesive sensation throughout the games flow I believe pixel art or hand-drawn assets would be particularly beneficial as well as using some light shaders to enhance the visuals of each section would provide the best experience for the players as we don't want to overload the levels visually.

The focus is mainly to create futuresque levels that use lots of color contrast but maintain a cohesive palette between them so in the last level we can combine them all.

We can use a clean white/blue palette to show the "good" part of town like in this image:



Then use a greener tone for the commercial nighttime district like so:



We can then go to the more “risqué” side of the city with a purple and red palette



And finally, a grey and yellow neon palette that reflects the dangerous side.



The final level would be a combination of all the above ones using modified version of the enemies' found there combining the music of the levels , the lighting will be a mix of various zones etc.

Since it is a tower a good example of how it could be is a very vertical level, so...



Shinra tower from FF VII comes to mind, the inside would be like a “simulation” of the various structures you’ve encountered, each story a different zone from the game.



### General level structure:

Progression is made through the levels based on user choices; each level has various paths determined by the abilities the player has in that moment. They can play 4 different levels from the get-go and an additional one whenever the first four are completed.

The player can also choose to complete the levels fully by replaying them whenever they have acquired the 4 different abilities the game has, this makes an extra path be unlocked in the final level allowing the player to complete the “true ending” of the game.



This idea was taken from the megaman level select screen where you choose which opposing man mega man will be facing and gain a ability taken directly from that character.

The main difference is that mega man has no “alt paths” making replaying the levels very pointless, something that elementor addresses, giving the player an incentive to get through the game multiple times and experience it in several ways.