- **Define the desired game mechanic or feature**.

Our mechanic we are working on is size manipulation. It has many applications but we believe the best genre to compliment our mechanic is a puzzle / platformer, hopefully we can create interesting ways to use it in both the puzzles and platforming. In which the player has to change between sizes to make jumps normally impossible or squeeze past small places.

- **Outline an objective statement for the design**.

The question we really are trying to answer ourselves is if it's possible to turn this very common yet underutilized mechanic into a full playable demo. If you go looking online normally size puzzles are saved for niche and one off levels even just trying finding resources for this is very uncommon. But we want to chagelled ourselves to see if we could fully flesh out this idea while keeping it smooth and fun, all while keeping it in our restraints and game genres and the limited time.

- **Detail design rationale**.

Our experience that we envision is to make a mechanic that was not only fun to play but could be applied in multiple genres all while being easy to implement within the allotted time frame. By the end of it the player should be able to fit into gaps they normally can't squeeze through and grow to get over obstacles normally too big to get over. It's a bit experimental because it means designing a map with 2 different size levels in mind. A creative well thought out level needs to force players to rotate between their 2 sizes while not making it too easy for one over the other forms, this requires careful not only programming as to balance both sizes but a critical eye while designing even a basic puzzle level.

- **Cite all resources, tangible, informative, and transformative**.

1. https://www.youtube.com/watch?v=MC-zQJ8duy8
2. https://www.youtube.com/watch?v=i2T5zt2tfQo
3. https://discussions.unity.com/t/shrinking-object/451140/2
4. https://discussions.unity.com/t/how-to-gradually-grow-and-shrink-an-object/93176
5. https://mixkit.co/free-sound-effects/sci-fi/
6. Pixel Art Platformer - Village Props | 2D Environments | Unity Asset Store

7.

∧ = Player returns to normal size
∨ = Player shrinks