**About:** Colour Splatter eXtreme is single screen score attack game inspired by arcade classics Balloon fight and Joust. The defining gimmick is that every 20 seconds the screen changes colour. When the colour of the screen changes the physics of the game world change with it.

The player is in a room with an open pit at the bottom. Falling in the pit is instant death. Enemies will constantly spawn and attack the player. They will run at the player without fear and try to push the player into the pit. When the player falls into the pit it is game over and the player has the option to restart or play again. The goal is to score as many points as possible by killing enemies, without dying and beat the high score.

**Colours:** This is the list of colours that will overlay the screen and the effect that they will have on the game.

1 - Blue: Stronger Gravity (added mass). Objects will feel heavier and will slow down more quickly from momentum

2 - Red: Velocity grows higher. Object will move faster within the world.

3 - Green: All Objects become 3x bigger.

4 - Orange: The ground becomes bouncy and hard to stand still on.

5 - Purple: The ground becomes sticky (delay on jump) off ground

6 - Black: Can’t see ground (remove light)

7 - White: Normal

8 - Yellow: Random (between 1 and 6)

**Characters:** A list of characters in the game and their Health and Bash Force (how hard they push the player away) where relivant.

Player: A stuffed bear with a sword. It must survive the Colour Splater eXtreme competition.

Deals 1 damage to enemies when they are hit with the sword.

GatorDuck: A duck with the head of an alligator

Health – 2

Bash Force - 2

Cat Spider: A squid with the head of a cat

Health – 3

Bash Force - 5

Angry Tree: an angry tree

Health – 5

Bash Force – 3

**Music**: All music is taken from Robert del Naja of the band MASSIVE ATTACK who offered his music to anyone involved the game jam. Every colour will have it’s own 20 second loop of music to go with it. Below are the tracks and the seconds from each track that the music is taken from. https://soundcloud.com/ludumdare/sets/robert-del-naja-ludum-dare-31

Blue :BC - 0.38-0.42

Red :S - 1.15-1.29

Orange :DT3 - 2.29-2.45

Black :G - 0.35-0.46

Green :HS - 0.16-0.23

White :PTJ4 - 0.27-0.33

Purple :WS - 2.24-2.32

**Notes:**

Limit of enemies on screen: 4

Enemies will spawn every 3-7 seconds assuming the cap of enemies has not been hit.

Colour changes every 20 seconds