

## **Characters**

### **Prince**

#### **Functionality**

- The prince needs WASD movement
- The prince needs to dash when the player hits a key
- The prince needs to be able to swap to appropriate sprites when walking, jumping, or dashing, and needs to face the correct direction
- The prince will interact with objects in the gameplay layer (Collisions, Triggers)
- The prince needs to be pulled into ink puddles when he approaches
- The prince needs to die on one hit
- The prince needs collectables and flowers placed depending on the visible sprite

#### **Art**

- The prince will have 3 sprites- Walking, Jumping, and Dashing
- The prince will use shared cardboard and edge materials
- (If time permits) The prince will have a paper star trail effect that follows him after he dashes or jumps

#### **Sound**

- The prince will have a walking sound that can be sped up for when he is running
- The prince will have 2 sounds for the dash
  - Star twinkle for the stars following the dash
  - A swoosh sound effect
- Prince makes a scream when dies.

### **Princess**

#### **Functionality**

- The princess needs to be pulled down with her tower at the end of the tutorial
- The princess needs to be corrupted by the ink shader
- The princess causes one or two lines of dialogue to pop up from the top of her tower

#### **Art**

- The princess will have 2 variations, one for the tutorial and one with runny eyes to enhance the corruption's look
- The princess' crown will be a separate object like the prince's, made of foil
- The princess will use shared cardboard and edge materials

#### **Sound**

- The princess will need a cry for help for when the tower falls into the ink

### **Corrupted NPCS**

NPCS will function as story and tutorial sources

#### **Functionality**

- NPCS need to pop up as the player approaches
- NPCS sometimes require a text box to pop up next to them
- NPCS need to be corrupted by the ink shader

#### **Art**

- NPCS will have 3 recoloured variations, edits on the prince's original design

- One NPC will have a non-corrupted version for the tutorial section
- NPCs will use shared cardboard and edge materials

#### **Sound**

- NPCs will let out a mix of groans and screams in pain
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### ***Enemies***

#### ***Thorn bushes***

Thorn bushes serve as a tutorial enemy for the player before they encounter ink.

#### **Functionality**

- Thorn bushes damage the player upon approach
- Thorn bushes trigger player death and send them back to their last checkpoint

#### **Art**

- Thorn bushes require one unique front variation
- Thorn bushes will use shared cardboard and edge materials
- Thorn bushes will later be corrupted by the ink shader with protruding arms

#### **Sound**

- Thorns will make a stabbing noise when prince dies

#### ***Ink puddles***

#### **Functionality**

- Ink puddles will damage the player, pulling them in when a collision occurs
- Players need to die after their model sinks into an ink puddle
- Ink puddles need jointed arms to pivot in the player's direction
- Ink puddles need to be able to grab players on an axis depending on arm direction

#### **Art**

- Ink puddles require a puddle illustration to place on the ground
- Ink puddles require arms, segmented by hand, forearm, and upper arm
- Ink puddles will spread and move to give the illusion of water and life, achieved by shader implementation

#### **Sound**

- Ink puddles will make bubbling noises.

#### ***Rising Ink***

#### **Functionality**

- Ink needs to rise upon player collision above ink
- Ink needs to reset back to starting position upon player respawn
- The player needs to die when being submerged in the ink
- Ink needs to stop at a variable position above starting position
- Ink needs to have arms emerging toward the player

#### **Art**

- Rising ink will move like a liquid, but spread and corrupt the tower as the player goes up. This will be done using our ink shader.

#### **Sound**

- Ink will make the same bubbling noise as the puddles
  - Ink will let off screams as if NPCs are inside the ink
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### ***Environment***

#### ***Clouds***

Clouds are environment cosmetics but also function as platforms.

##### **Functionality**

- Clouds need collision boxes for the player to stand on them
- Clouds will swing slightly with the players landing momentum

##### **Art**

- Cloud illustrations will come in 2 shades, light and dark gray. This is to distinguish between the background and gameplay layers
  - Clouds will hang on two strings from the top of the game scene
  - Clouds will use shared cardboard and edge materials
  - Clouds may become corrupted by the ink shader with protruding arms
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### ***Structures***

#### ***Houses***

Houses consist of roofs, bases, sometimes with balconies and plant pots attached to them. These can be platforms as well as background objects to give context to the scene.

##### **Functionality**

- Player can collide with roofs to stand on them
- Balconies and plant pots have their own colliders
- Houses are static and will only act as platforms or decoration objects.
- Platformer houses have a pop-up animation as player approaches them.
- Platformable houses are put in front of player's path while decorative ones are further back

##### **Art**

The art team aims for at least 6 variants for each part and all are detachable

- Houses that are infested with ink will have darker shades of their usual colors. They are also slanted to the sides to create an image being slowly swallowed by the ink.
- Roofs and bases will have different 2D designs up to 6.
- Models are then created based on the 2D silhouettes.
- Houses's models will have cardboard textures on their edges and backs.

#### ***Wagons***

Wagons are decorative and platformable objects

##### **Functionality**

- Wagons have colliders so player can stand on top of them.

- Platformable wagons are put in player's path and have pop-up animation when approached
- Wagons are static

### **Art**

Wagons do not have detachables.

- Wagons only have 1 design but with different colors and darker shades for the corrupted version.

### **Crates**

Crates are platformable objects

#### **Functionality**

- Crates have colliders so player can stand on top of them.
- Crates are put in player's path and have pop-up animation when approached
- Crates are static.
- Crates have different sizes.

### **Art**

- Crates only have 1 design with brown color.
- Crates have cardboard textures applied to both the back and edge.

### **Market Stalls**

Market stalls are decorative and platformable objects

#### **Functionality**

- Market have colliders so player can stand on top of them.
- Platformable market stalls are put in player's path and have pop-up animation when approached
- Market stalls are static

### **Art**

Market stalls are modelled without detachables.

- Market stalls will have 1 design but with different colors and darker shades for the corrupted version.

### **Bridges & Water**

Bridges act as tutorial platforming and environment decoration objects.

#### **Functionality**

- Bridges need to collide with the player when stepped on
- Once a player falls through a broken bridge, they need to be sucked into the liquid underneath similar to how ink puddles behave

### **Art**

We need 2 bridge variations, one puddle mesh, and one wave mesh.

- Broken bridges are edited versions of the illustrations on a regular bridge
- Bridges are composed of 3 pieces- the section the player walks on and 2 sides as rails
- Waves and puddles will move like stage liquid, keeping in style with popsicle stick animations

## **Sound**

- Water will have a looping sound of a river running

## **Gates**

Gates will act as puzzles and map sectioning objects.

### **Functionality**

- Gates are impassable by the player without finding a key
- Gate doors need to slide up when players approach with a key, triggered by proximity
- Gate doors need a variable for rising speed

### **Art**

We need two gate variations.

#### **Stone Gates**

- Gates will have a main body made of stone
- Gates require a door made of iron
- Iron doors of gates slide up behind the main structure to open for the player when carrying a key

### **Sound**

- Gates will have trumpets play when opened

#### **Cloud Gates**

- Similar to Stone Gates, Cloud gates have a main body and a door
  - Cloud gates share a door asset with the stone gates, but the body is made of clouds
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## **Pickups**

### **Keys**

We need key pickups to open gates.

### **Functionality**

- Players pick up keys in the world, which then appear in the player's hand
- Keys are single use
- The player should only be able to access one key at a time
- Gate doors are opened when the player approaches while a key is in hand

### **Art**

- Keys require one unique front illustration
- Keys will use shared cardboard and edge materials
- Keys will float and bob in the air

### **Sound**

- Key will have a jingling sound when picked up

#### **Flower Pickups**

The player will find cosmetic roses throughout their journey.

### **Functionality**

- Flowers must appear on the player's belt after a pickup
- On approach, flowers appear on a corresponding belt spot and are removed from their position in the world

### **Art**

- Flowers require one unique front illustration

- Flowers will use shared cardboard and edge materials
- Flowers will float and bob in the air

**Sound**

- Short and soft melody when flower is picked up
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