

# Gloomnight Grove

by

placeholder Studios

## Pitch:

Gloomnight Grove is a 2D platformer game in which the player controls Annie, a little girl who needs the help of her animal friends to clear each level. Every animal grants her a different ability and she will need to use them to their fullest extent in order to avoid all the dangers of Gloomnight Grove and go home safe and sound.

## Setting and story:

The game is set in a haunted, spooky forest. The woods are deep, with tall trees that allow platforming, and riddled with green and purple colors. A little girl (Annie) wanders into it with her pet cat called Ulthar and they get lost. As she attempts to find her way back home, she will need to avoid the many creatures in Gloomnight Grove

## Game components:

### Objects:

- Player character
- GUI: Hit points
- Checkpoint
- End of level marker
- Bottomless pit of despair
- Spikes
- Enemies:
  - Armadillo
  - Jellyfish
  - Kromav

### Attributes:

- Player character position
- Player character's active animal
- Player character's hit points
- Current level
- Cleared levels
- Last checkpoint
- Pressed-status for left, right, jump, and switch animal buttons

### **Relationships:**

- When the walk left/right button is pressed, the player character moves left/right.
- When the jump button is pressed, the player character jumps.
- When the switch animal button is pressed, the currently active animal is switched, and her sprite displays this animal.
- The GUI: Hit points indicator shows the player character's hit points.
- When the player character collides with an enemy, she loses one hit point.
- When the player character falls in a bottomless pit, her hit points are reduced to zero and is sent to the last checkpoint.
- When the player character collides with spikes, her hit points are reduced by one.
- When the player character loses a hit point, she gain some invincibility frames.
- When the player character's hit points reach 0, she is sent to the last checkpoint.
- When the player character reaches a checkpoint, this is set as the last checkpoint.
- When the crow is active, if the jump button is pressed while in the air, the character performs a double jump.
- When the cat is active, if the jump button is pressed while touching a wall, the character performs a wall jump.
- When the character reaches an end of level marker, the level is finished and the next level will be displayed.

### **Game mechanics:**

In the game the player controls Annie, a child who got lost in Gloomnight Grove with her pet cat and subsequently finds a crow that guides her path to the outside. The player moves using the arrow keys, jumps with the **Z** key and changes between Cat mode and Crow mode using the **X** key. While in Cat mode the player can press the Z key to perform a wall jump (jump off a wall if one is being touched), and in Crow mode the player can double jump by pressing the **Z** key again while on the air. This double jump can only be performed once until the player is grounded again or a wall jump is performed.

The goal of the game is to use the correct pet to overcome platforms across the stage and avoid enemies in order to reach the end of the level.

The obstacles include platforming hazards, for example bottomless pits and spikes, as well as various animals and the evil Kromav. The animals have fixed behaviors and they cannot be defeated, the player must avoid them. Kromav is a dangerous foe that can kill the player in a single hit. His behavior is decided by Markov chains which decide the direction he moves to, and if he chases the player or not.

**Optional features:**

Two extra animals (Dog and Frog), one extra enemy (Squirrel) and two extra levels.

**Team Members:**

Ian Durán: 5 years of coding experience.

Javier Fernández: 4 years of coding skill, 6 years of drawing.

Melissa Garro: 6 years of coding experience, 8 years of drawing.

Roberto Leandro: 4 years of coding experience (some C#, mostly Java),

**Division of Labor:**

Ian Durán: Gameplay, level design, player controls, UI, AI.

Javier Fernández: Gameplay, level design, player controls, UI, AI, art.

Melissa Garro: Gameplay, level design, player controls, UI, AI, art.

Roberto Leandro: Gameplay, level design, player controls, UI, AI.

Prototype screenshots:

