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CMS 320

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October 15, 2025

Game Plan – Misty Rainforest

You are a cursed skeleton warrior who enters a fog-drenched rainforest to retrieve a sacred Blue Pearl guarded by merfolk. Recover the pearl after three short jump & run levels and the curse breaks - your skeleton form turns human and the game ends.

We chose this idea because we liked to create a jump-and-run game combined with our love for fantasy games.

The target players for our game would be casual platformer fans who enjoy short indie experiences. We try to create the game to be playable on Windows PC and Apple Mac. We expect for the average player a playtime of 5 to 10 minutes for a first playthrough, and encourage the player to try the game multiple times to beat their best time.

The game world will be in a spooky-calm tone, with soft rain and low fog. The first level will be a rootbound approach with gentle platforms and 1-2 merfolk scouts. This teaches how to jump and how to use your spear. The second level will be like River Caverns, which will add water on the ground, slowing down the movement speed of the character. The last level will be the ascent to the pearl altar with a few gatekeeper merfolk. The audio should be a rain ambience loop, with light stab sounds for the usage of the spear.

The rules of the game are simple. Reach the end of the level with the following options for the player: Jump, Run, or Attack with Spear. The enemies will try to hit you. There are 2 types of enemies: Merfolk Scouts (can walk and attack), and Merfolk Guards (stationary, have a shield in front). If they hit you, you will die and start again. The only

hazard in the game is water, which slows down movement speed. Your score will be your completion time. You have infinite retries.

The controls will be the following: Move with A/D, Jump with Space, Spear attack with J, Interact with E, and Game Menu with Esc.

We will distribute our work roughly the following way:

- Level & Game Design / General Project Manager - Richard (main focus: layouts, pacing, coordinating the vision)

- Gameplay Programmer / Technical Lead – Stella (main focus: core mechanics, physics, game system)

- Artist / Audio & UI Designer – Sydney (main focus: sprites, audios, world atmosphere, cutscene)