

Game Development Methodology (2020/2021)

Game Overview

This game is played in co-op by two players each controlling one character. You can fuse and combine your powers in order to best overcome traps and puzzles and defeat enemies that may appear. The objective is to go through the levels by freeing the spirits, killing the master wizard and escaping the tower.

1. The player's actions. What will the player do in the game?

Human skills:

- Basic movements (left, right, up - jumping, down)
- Change into elementals.

Elemental skills:

- Basic movements (left, right, up - jumping, down)
- 1st: projectile - tap to shoot, hold to combine with other player;
- 2nd: lingering ability - stays for combining with a different element;
- Passive: corresponding element immunity.
- Change into other elementals and back into human form.
- Combine powers to get different interactions looking for powerful abilities (find right combinations to go through the levels);
- Fuse into one, resulting in an elemental of combined power, this is more for utility than for power;
- Splitting back into two distinct elementals.

2. The player's motivation. What motivates the actions? What is the player trying to achieve?

Escape wizard's Tower;

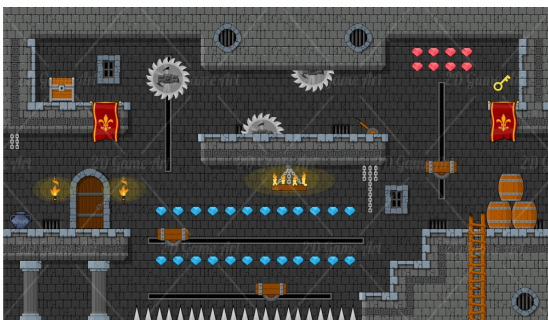
Kill wizard (final boss) and mini-wizards (random enemies/mini-bosses);

Free the elemental spirits to get their power;

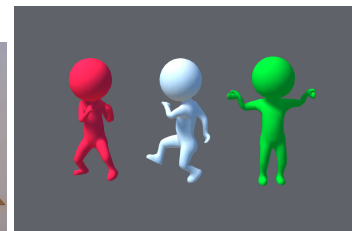
Finding all elemental combinations using different skills;

3. A visualization of the game. Present some visual references for the game. Depict what a typical level in the game looks like.

Level Design:



Characters:



4. The value of your concept. Why is the idea interesting and worth developing? Why is the game fun?

Different ways to combine elements (different skills), makes it have replayability;

Challenging in terms of finding the right element combinations for specific traps/enemies;

You get to fight enemies with powerful abilities.