Game: Rainbow Renovation  
Engine: PuzzleScript  
Production: 2 months (Mar 2021 - Apr 2021)  
Release Date: 27 Apr 2021  
Premise: Paint the floor without crossing your path. Push blocks around to create viable solutions.  
Publishing platform: itch.io  
URL: https://diamond-knight.itch.io/rainbow-renovation

**Mechanics**

Collecting Paint Cans changes the player’s colour and paints the floor  
Moving while coloured paints the floor  
Doubling back or crossing your path in any state destroys the paint  
Colour markers have to be painted in their colour  
Collecting multiple colours mixes the colour by the standard rules of primary colour mixing  
Brown paint (mixing all 3 primary colours) is not desirable  
Collecting Water Buckets lets you reset the player state and the floor is not painted  
Crates can be pushed around to fill up unpainted spots instead of painting them  
Crates cannot be used to hide colour markers  
Crates can be used to push Paint Cans and Water Buckets around  
Player has to leave through the exit to beat the level

**Win Conditions**

The entire floor has to be painted or covered by crates  
Coloured markers have to painted in their colour  
No brown paint exists  
No destroyed paint exists  
Player has to leave through the exit once above 3 conditions are satisfied

**Level Design**

Throne Room:  
Some context on why you are painting the floor. Short introduction on the exit point of the levels.

Levels 1 – 3 Intro:  
An introduction to the floor painting mechanic. Players must pick up paint cans to colour themselves then walk around to colour every part of the floor. They cannot cross over their path. Doing so will cause the paint to spoil.

Level 4 Purple:  
Introduces coloured markers and colour mixing. Teaches the player how to mix purple.

Level 5 Orange:  
Teaches the player how to mix orange.

Level 6 Green:  
Teaches the player how to mix green. Mixing the same primary colour as a secondary colour has no effect.

Level 7 Brown is Bad:  
Explains that brown should be avoided. Painting brown will result in failure. Water Bucket is introduced to reset player state.

Level 8 Take a Bath:  
The idea is that the one marker has to be coloured and the player state reset before going for the other target.

Level 9 Make it Paintable:  
There is a dead-end spot that is not paintable without doubling back. This spot has to be covered with a crate for the level to be solvable.

Level 10 Targets must be Painted  
Covering a marker with a crate is not allowed.

Level 11 Cover Up:  
A complicated level where the paint can should be pushed to the bottom left and the crates pushed into the correct location to create a path from paint can to exit.

Level 12 Push Bucket to Useful Spot:  
The red marker is impossible to reach without cutting off the green marker. Water bucket has to be pushed to the top left to make way for the exit and to reset the player’s state just as the red marker is painted.

Level 13 Push Bucket through Paint:  
Water bucket has to be pushed to the right for the state to be reset on the right. The position of the red marker ensures there is only one trip possible from left to right or right to left.

Level 14 Push Things Around:  
Purple marker indicates that red and blue paint cans must be collected together. Yellow paint can is only pushable to the right twice without blocking the blue can. The dead-end at the top right has to be blocked but the yellow can is now in the way. The yellow can must be used and player state immediately reset for a crate to b pushed into the top right. Position of purple marker requires red can to be pushed upwards for level to b solvable.

Level 15 Put Crates in Correct Places:  
Crates have to be placed in dead-ends. The location of the blue can indicates that it should be obtained first. The last 2 crates have to be pushed while in a painted state.

Level 16 Paint Everything:  
Final level. This was meant to be the most colourful. Ignore the blue can red herring. Follow the most natural path through.

Epilogue:  
This level was meant to be a link to the previous game, Fire & Ice Cream, and to tease the next game. Steele makes an appearance.

**Additions to HTML**

Added icon file  
Added audio file (Water.mp3)  
Added mute function (M to play/mute audio)