Organ Grinder Design Doc January 25, 2016

Look & Feel

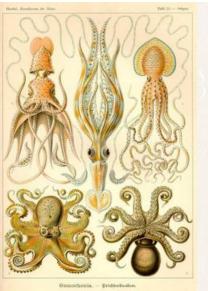


Drop science lab / brain control helmet motif Instead, use organ grinder motif



Monkeys are white-headed capuchin







Use classical illustration/photo style



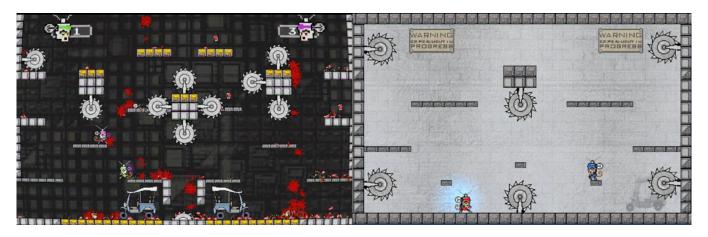
Something sort of similar has recently been done in a game: Aviary Attorney



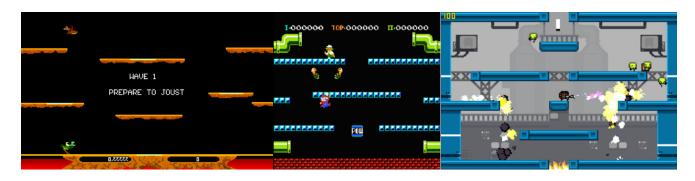
Go full Gorey-esque???

Gameplay

Same broad premise and mechanics as Monkey Pop: 2D Platformer Single screen



Style of Joust / Super Crate Box / Original Mario Bros:



Different Item: Mind Controller item is a handheld <u>crank organ</u> controls whichever other monkey is closest

New item: Bomb / Dynamite
pick up & hold
wick starts burning on pickup
can be thrown (& thrown back)
or a mind controlled monkey can suicide be

or a mind controlled monkey can suicide bomb with it

Dynamic levels

Investigate conveyor belts, rotating levels, dissolving floors, etc

Players

Start as 2-player local VS game Scale up to 4-player local VS game No networking code No AI / bots



