FORGET ME NOT

BY DANIEL BARACOTTI, FREDERYK SPERLING, ALBA PLÄP GOLFE, SEBASTIAN GERENA AND TAMINA BRUNKE

TARGET GROUP

15-25 YEARS OLD

CASUAL GAMERS

THE GAME AS A POSSIBILITY TO RELIEF STRESS AND HAVE AN ENJOYABLE EXPERIENCE WITHOUT MUCH EXPERTISE

PC GAMER

DEVELOPMENT

ARTISTS

CHARACTER DESIGN & ANIMATION

SEBASTIAN

ENVIRONMENT & ASSET DESIGN

ALBA

DESIGNERS

GAME MECHANICS

PUZZLES

LEVEL DESIGN

DANIEL & TAMINA

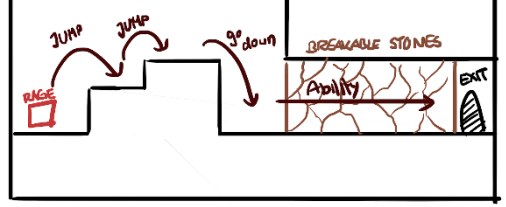
PROGRAMMER

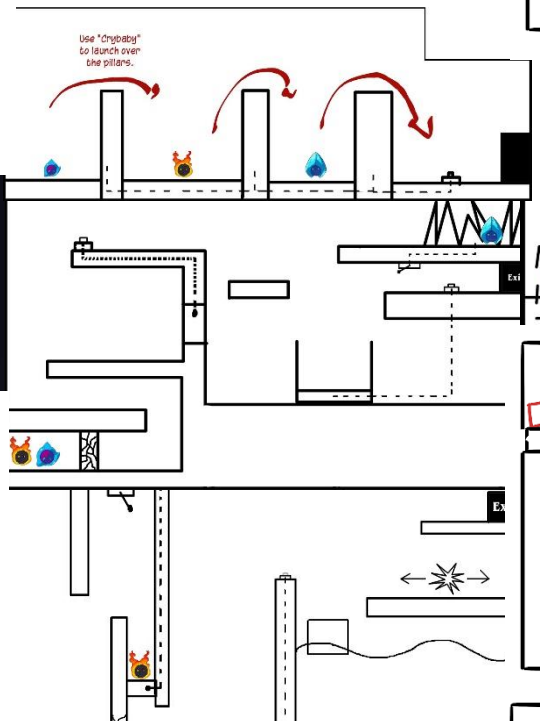
MECHANICS AND ASSET IMPLEMENTATION

LEVEL BUILDER

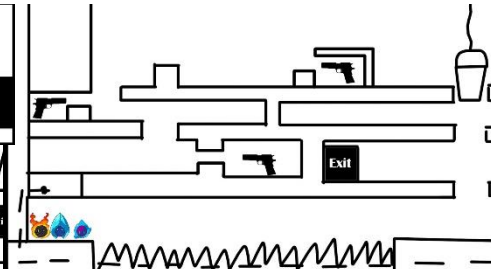
FREDERIK

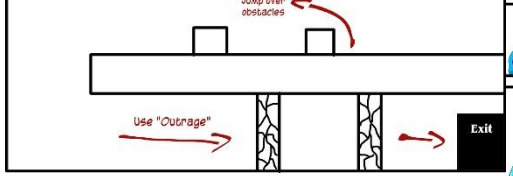
PUZZLES

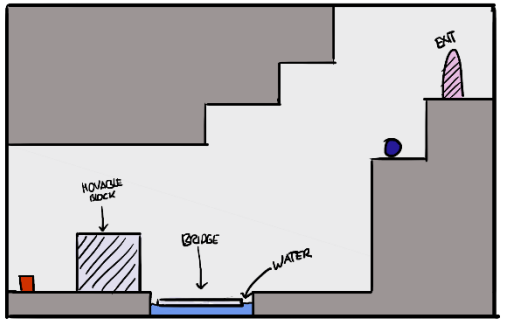

JUMP
JUMP
9° down
BREAKABLE STONES
Ability
EXIT
RUGE

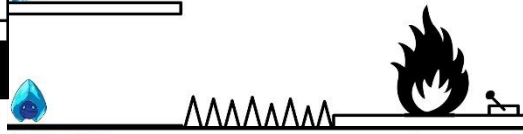

Use "crybaby" to launch over the pillars.
Exit

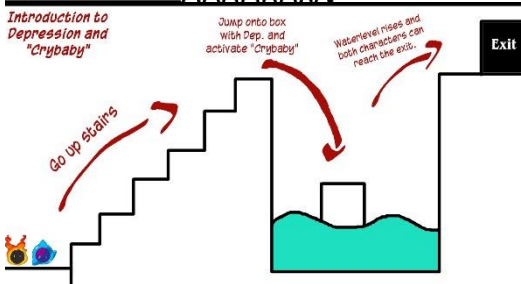
"CAGE"
FLAMABLE ACTIVATOR

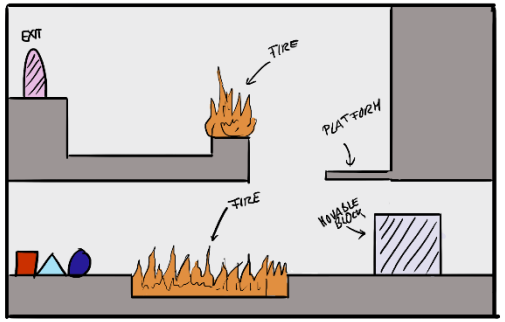

Exit

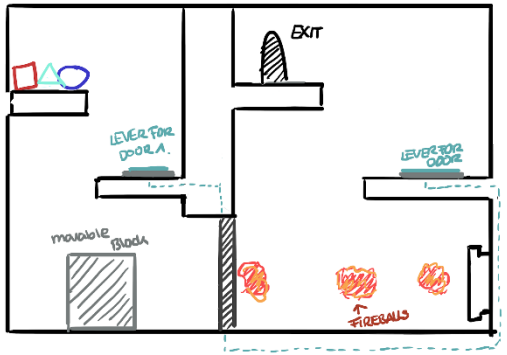

Use "Outrage"
Exit

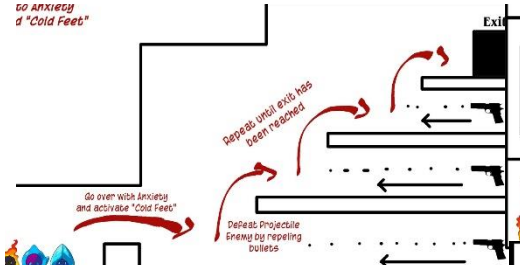

EXIT
MOVABLE BLOCK
BRIDGE
WATER

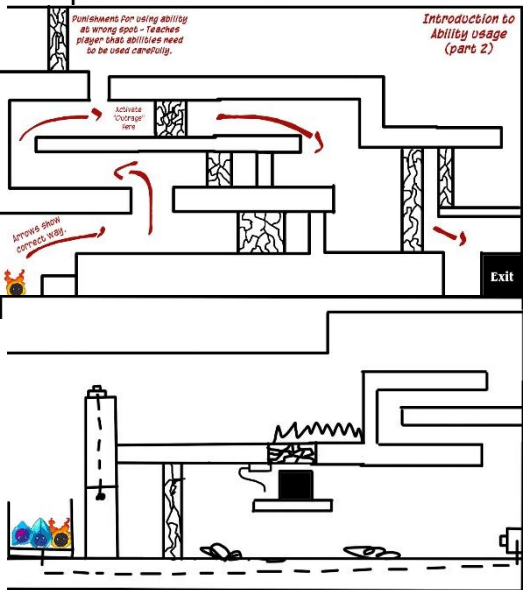


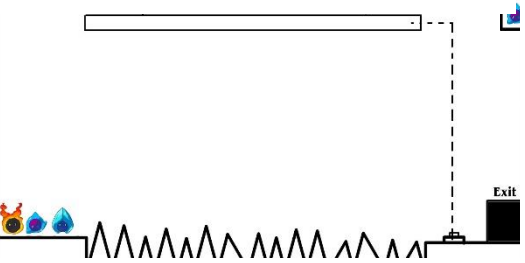

Introduction to Depression and "Crybaby"
Jump onto box with Dep. and activate "Crybaby"
Waterlevel rises and both charakters can reach the exit.
Go up stairs
Exit

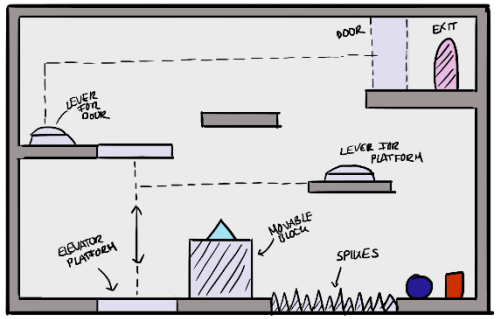

EXIT
FIRE
PLATFORM
FIRE
MOVABLE BLOCK

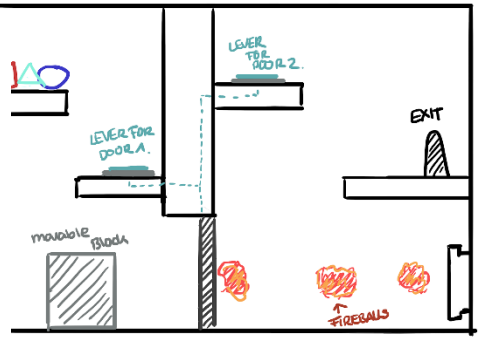

EXIT
LEVER FOR DOOR 1.
LEVER FOR DOOR
movable block
FIREBALLS

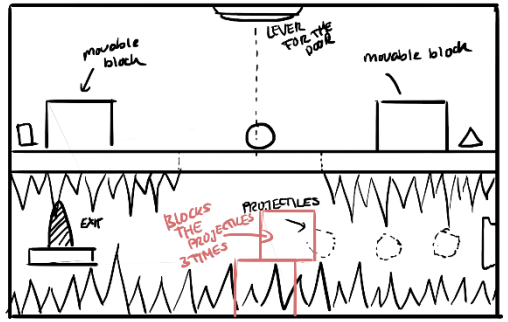

Go anxiety d "Cold Feet"
Exit
Repeat until exit has been reached
Go over with Anxiety and activate "Cold Feet"
Defeat Projectile Enemy by repeling bullets

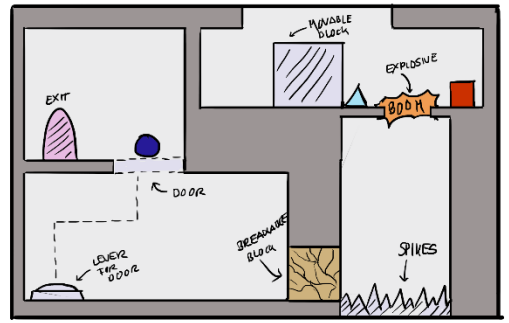

Punishment for using ability at wrong spot - Teaches player that abilities need to be used carefully.
Introduction to Ability usage (part 2)
Activate "Outrage" here
Arrows show correct way.
Exit

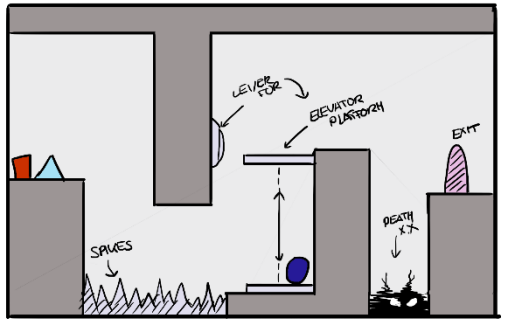

Exit

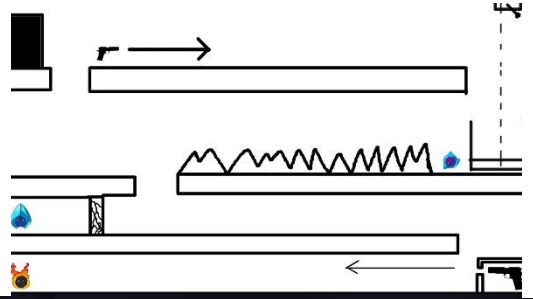

DOOR
EXIT
LEVER FOR DOOR
LEVER FOR PLATFORM
ELEVATOR PLATFORM
MOVABLE BLOCK
SPIKES

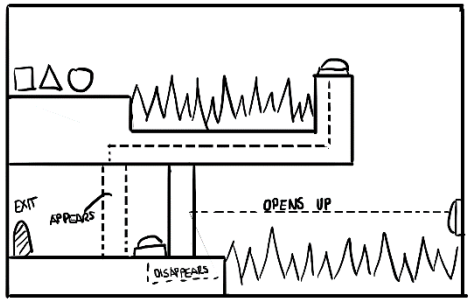

LEVER FOR DOOR 2.
LEVER FOR DOOR 1.
EXIT
movable block
FIREBALLS

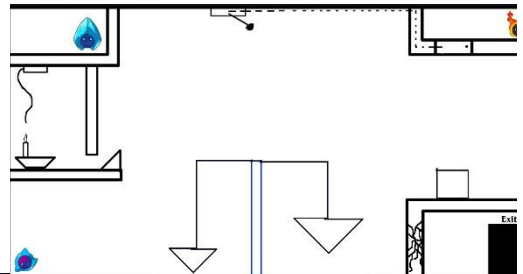

movable block
LEVER FOR THE DOOR
movable block
EXIT
BLOCKS THE PROJECTILES 3 TIMES
PROJECTILES


MOVABLE BLOCK
EXPLOSIVE
BOOM
EXIT
DOOR
LEVER THE DOOR
BREAKABLE BLOCK
SPIKES

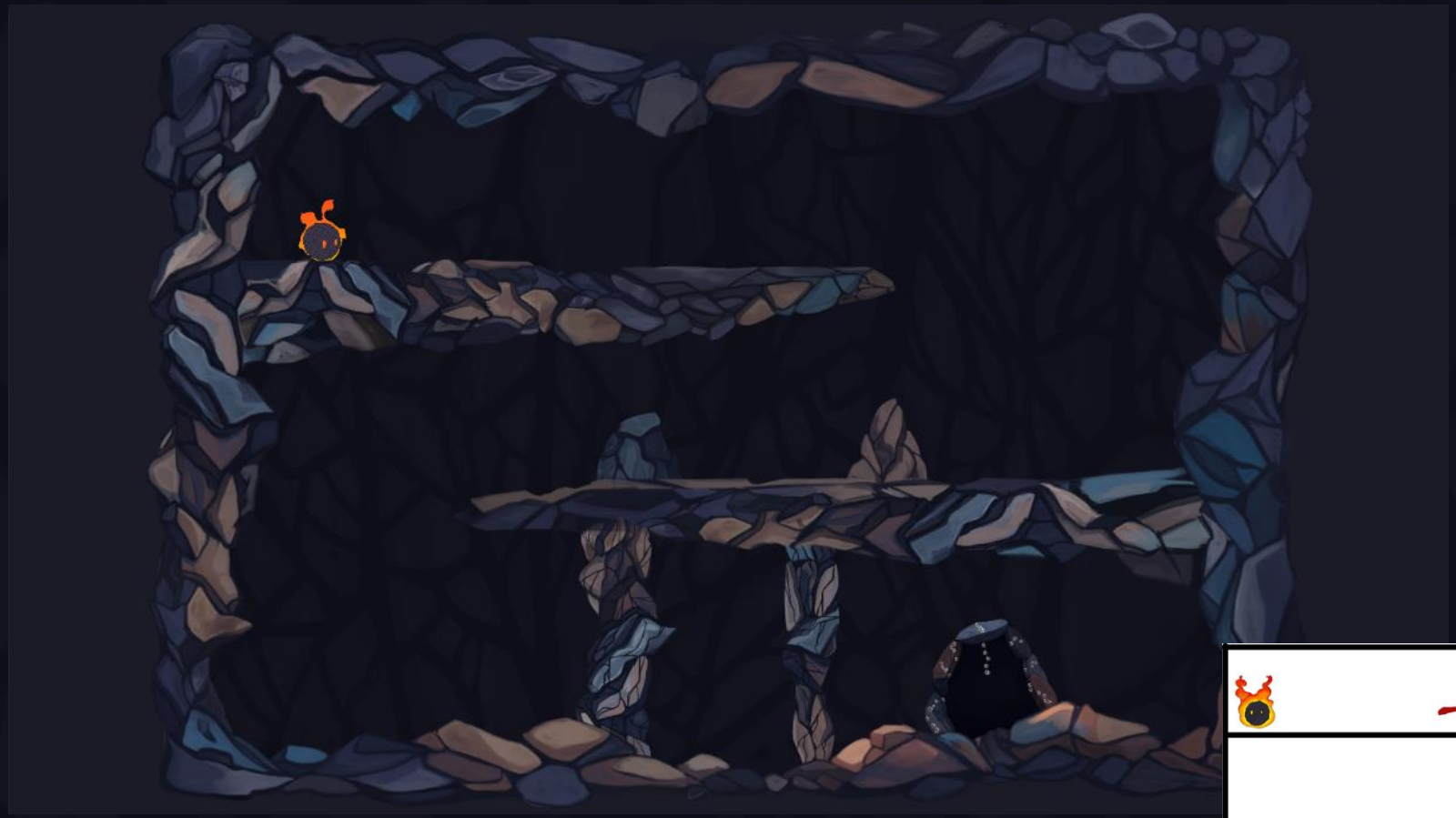

LEVER FOR
ELEVATOR PLATFORM
EXIT
SPIKES
DEATH EXIT

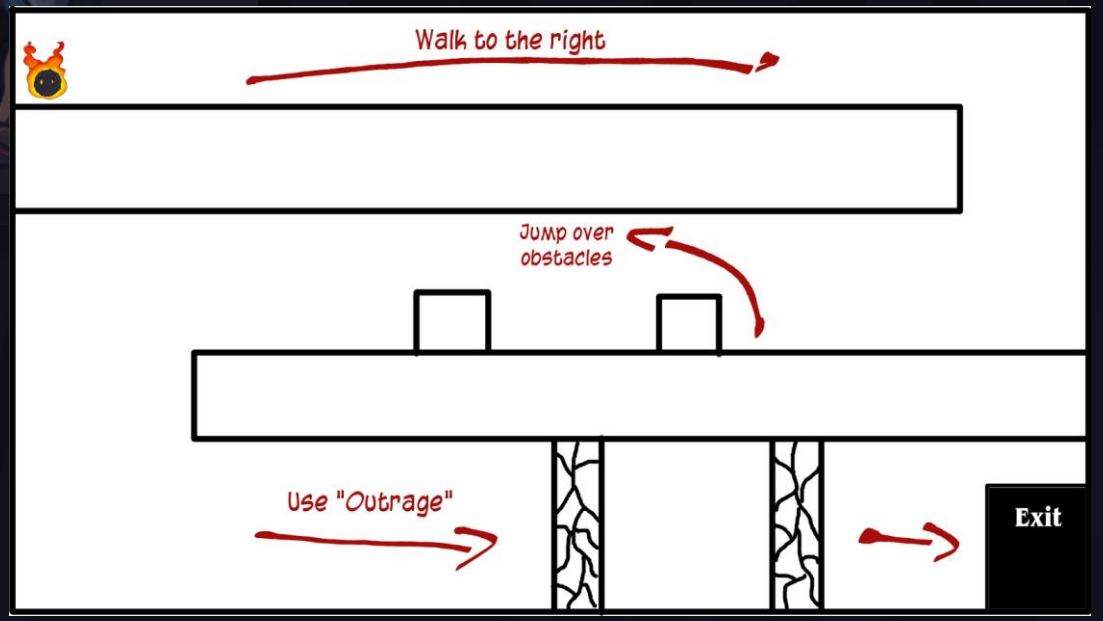


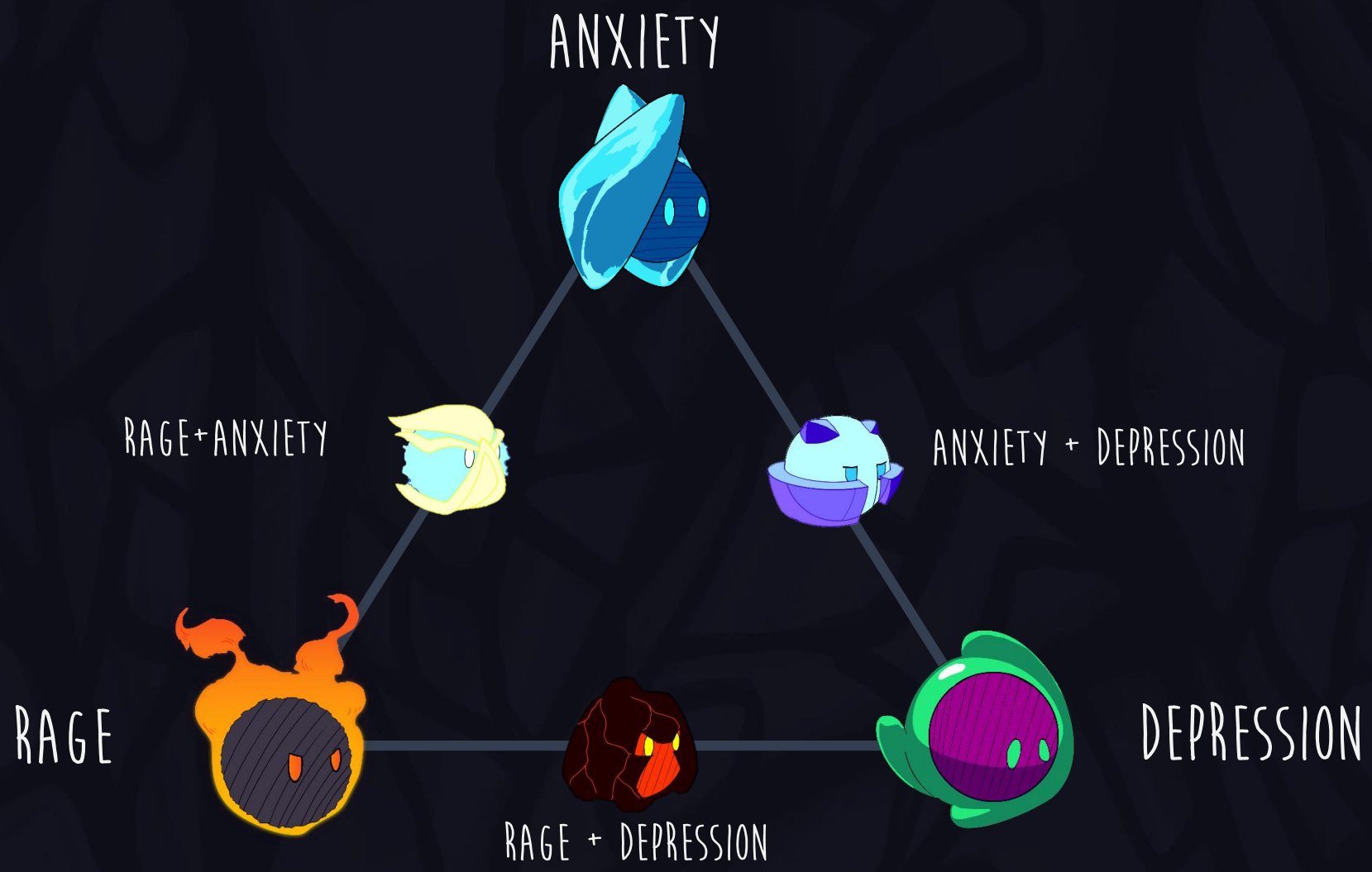

EXIT
APPEARS
OPENS UP
DISAPPEARS


Exit

LEVELS






ANXIETY
RAGE+ANXIETY
ANXIETY + DEPRESSION
RAGE
DEPRESSION
RAGE + DEPRESSION

INDIVIDUAL ABILITIES

RAMPAGE

A FORWARD DASH MAKING RAGE'S FLAMES BURN STRONGER

- RUN THROUGH BREAKABLE OBSTACLES
- LIGHT FLAMMABLE OBJECTS
- ACTIVATE EXPLOSIVES

COLD FEET

MAKES ANXIETY FREEZE IN PLACE.

- IMMOVABLE
- REPEL PROJECTILES
- INVULNERABLE
- CAN BE USED AS A PLATFORM

CRYBABY

MAKES DEPRESSION CRY A HUGE AMOUNT OF TEARS.

- FILL UP CONTAINERS
- PUT OUT FIRES
- RAISE WATER LEVELS
- TEAR JET-PACK

COMBINED ABILITIES

ERUPTION (RAGE&DEP.):

CRIES MAGMA TEARS, THAT HARDEN IMMEDIATELY.

- CAN BE USED TO CREATE PATHS

FROZEN OUTRAGE (RAGE&ANX.):

RUNS VERY FAST AND BECOMES INVULNERABLE

- CAN RUN OVER HAZARDOUS TERRAIN
- CAN RUN THROUGH ENEMIES TO DEFEAT THEM

ICEY TEARS (DEP.& ANX.):

CAN SHOOT CONTROLLABLE FROZEN TEARS.

- CAN DEFEAT ENEMIES FROM A DISTANCE
- CAN ACTIVATE OTHERWISE UNREACHABLE MECHANISMS

UNITY PROJECT STRUCTURE

CHARACTER > SEPARATE INTO CHARACTER BASECLASS AND SPECIFIC SUBCLASSES

LEVEL BUILDER > SCENE WITH INTEGRATED DESIGN MANAGER > ADD INTERACTIBLES > DRAG N DROP

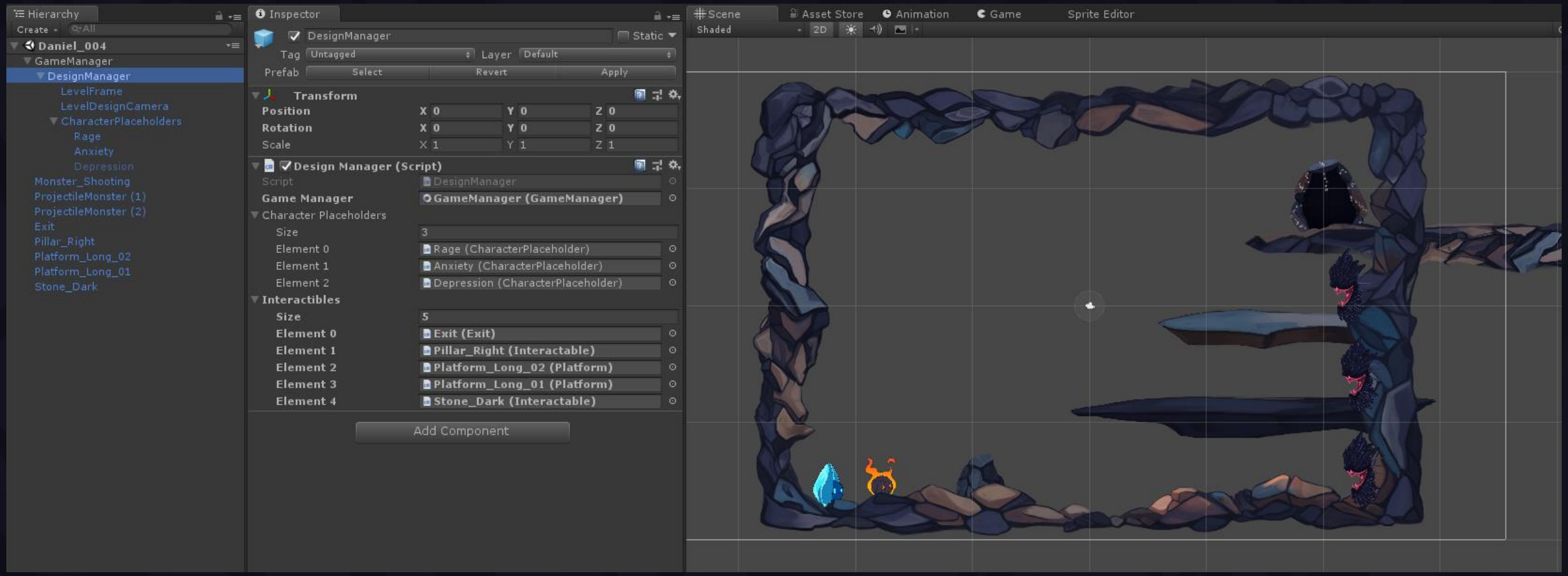
INTERACTABLES > PREFABS W/ SCRIPTS AND SPRITES, INTERACTABLE BASE CLASS

> ENEMIES (MONSTERS, SPIKES, PROJECTILES)

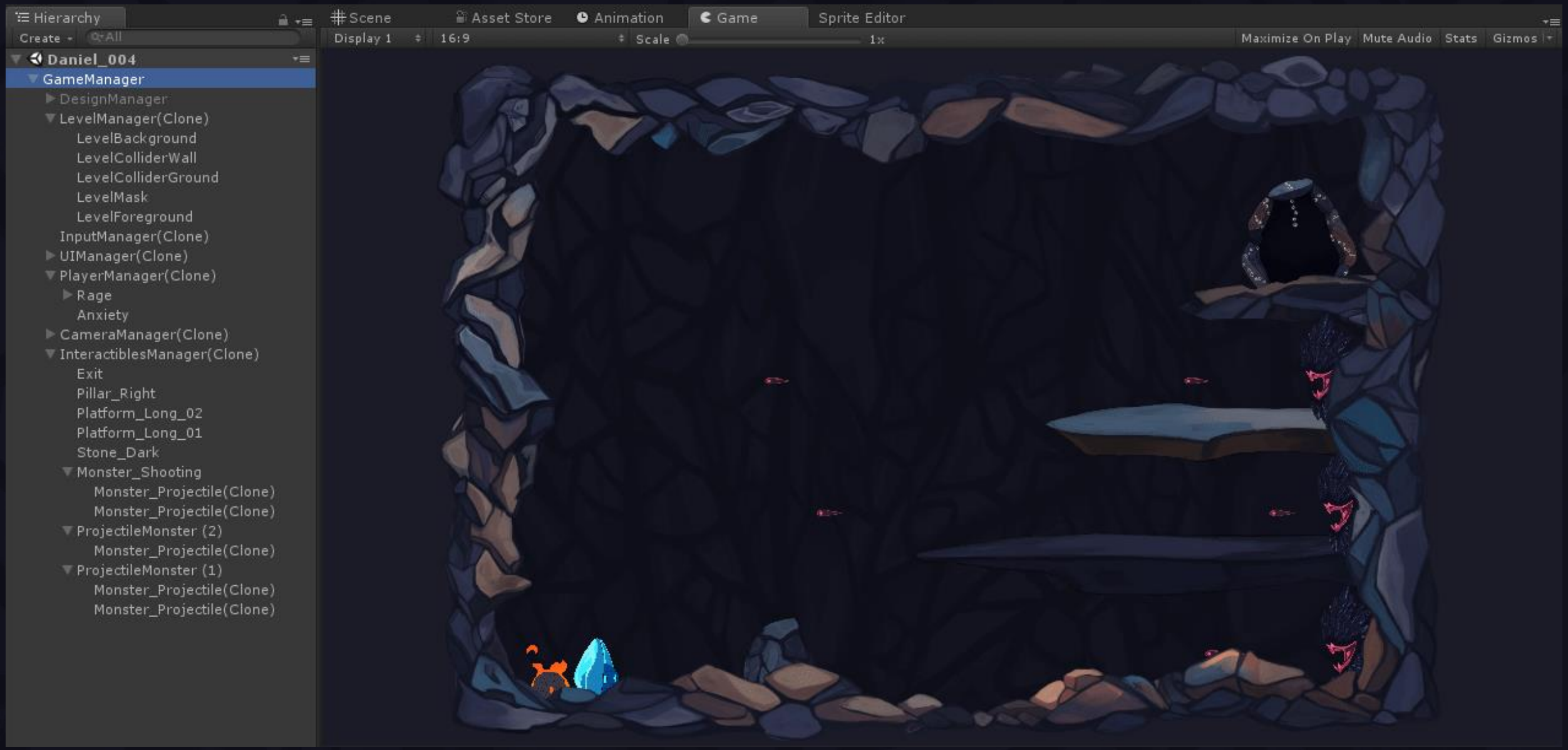
> PROJECTILES (TEARS, ENEMY BULLETS)

> PLATFORMS (PLATFORMS, PILLARS)

LEVEL BUILDER > SCENE WITH INTEGRATED DESIGN MANAGER > ADD INTERACTIBLES > DRAG N DROP



LEVEL BUILDER > MOVES ALL OBJECTS TO INTERACTABLES MANAGER AT RUNTIME



CHARACTER ANIMATIONS

RAGE

CHARACTER ANIMATIONS

ANXIETY

CHARACTER ANIMATIONS

DEPRESSION

ASSETS

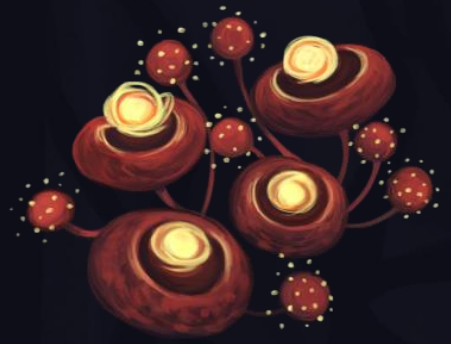
INTERACTABLES

FUSES

CONNECT INTERACTABLE OBJECTS

EYE SWITCH

CAN ACTIVATE OR DEACTIVATE INTERACTABLES LIKE DOORS OR MOVING PLATFORMS



EXPLOSIVE MUSHROOMS

EXPLODE WHEN SET ON FIRE

SHOOTING FLOWER

SHOOTS HARMFUL PROJECTILES

FIRE FLOWER

FRIENDLY HELPER EMITTING FLAMES

SPIKES

YOU TOUCH THEM — YOU DIE.

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MOON FLOWER BOLD
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

FORGET ME NOT...