Name: Recursion

Platforms: All

Synopsis: Recursion is a programming process in which a method is constantly repeated until a certain outcome is given. This game takes a page out of that concept. Recursion is a puzzle-platforming game that has the player repeatedly going through levels, doing certain tasks until they have found a way to reach the exit. The player can only move forward so they will need to plan their moves accordingly in order to do a specific task. The player is ranked by a three star system. One star is earned through completing the level. One star is earned by completing the stage in the least number of passes possible. One star is earned by completing the level within a specified time.

Specific Ideas:

Branches – there are various paths that the player needs to take, and the path is chosen based on specific parameters. These parameters can include:

Size – Incrementing and Decrementing

Items – Contains a certain item (similar to boolean variables)

Completing Tasks – pressing switches or buttons

Separate Levels – the player can traverse through multiple stages in order to complete certain tasks that have an effect within the other stages.

Ranking System: After completing a level, the player will be ranked based on their performance. There will be three stars to get in each level. A player will automatically get a star for completing a level. Another star will be awarded if the player completed the level in the least amount of recrusive steps (loops). A third star will be awarded if they collect a specific item in the level before completing it (extra challenge).