ColorBlind

**Genre**

2d, puzzle, shooter

**Game mechanics**

Platforming

Screen transitions after reaching a designated area.

Collect paint buckets on each level to gain paint to affect enemies and the world.

Colors do different things:

* GREEN: Make platform move left/right. Green enemy only pushes player.
* RED: Make platform into a jump pad 3 blocks high (instead of normal 2 high jump). Red enemy jumps up/down 2 blocks.
* BLUE: Make platform stop. Turn enemy into a frozen platform.
* WHITE: Noclip ground.
* GREY: Normal uncolorable ground. No buckets for player.
* BLACK: Uncolorable death ground. No buckets for player.

**Art**

* Platforms/walls (Base block for each color and colorless/white?)
* Background
* Player
* Enemies
* UI

Music: Dusty Memories

**Story theme**

Color the world throughout your life… and such.

**Characters**

Player

Enemies (ground & flying) of different colors.

**Levels and game progression**

Level aspect ratio 16:9.

1. The story of life is an open canvas. (Green paint for platform.)

2. Each choice makes changes to that canvas. (Allow to choose between blue and red to deal with an enemy.)

3. Some changes are easier than others. (Make it harder to get blue for the enemy. By needing to use a green to get it.)

4. Though sometimes the harder path might have taught us something. (Force to use red on enemy to kill it.)

5. Most of us are blind to each change as we make them. (Just use some color platform puzzle.)

6. Because changes most often are ones to the lens through which we see our canvas. (Give a lot of different colors.)

7. And not the canvas truly there. (Navigate over a pit with platforms. Stop the platforms with blue or kill enemies on them with red.)

8. Our life is a piece of that larger canvas – a piece of art. (A lot of different colors.)

9. Even if small in comparison to the whole of the canvas. (Create platforms to cross over a pit.)

10. We should treasure that small piece of art. (Something something enemies.)

11. Whichever way we choose to paint it. (Give lots of options to pass through stuff?)

12. And strive to be happy with what we’ll have made at the end. (Give colors to play around with and an end jump to a hole of blackness.)

Zoom out big picture: As we all have just one canvas to paint.

(All the painted spots create spirals of their color. Maybe mixing at times and so on. Or honestly whatever the coders deem easiest.)

**Roles**

Harto, lead/gameplay programmer

Joni, programmer

Heta, level designer, artist

Riku, programmer

Toni, lead designer