ART

**Genre**

Metroidvania

Puzzle, shooter

**Game mechanics**

Platforming

Colors do different things

* GREEN: Make block move up. Create new peaceful mob on later screens (moves left/right).
* RED: Destroy mob. Make passing mobs aggressive on all screens. Make colored death ground?
* BLUE: Stop a mob and make them a block. Make mobs into blocks on later screens as well.
* WHITE: Unpassable ground.
* GREY: Normal background.
* BLACK: Uncolorable death ground.

**Art**

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

**Story theme**

Gain color throughout your life… and such.

**Characters**

Player

Enemies

**Roles**

Harto, lead/gameplay programmer

Joni, programmer

Heta, level designer, artist

Riku, programmer

Toni, lead designer