ART

**Genre**

Metroidvania

Puzzle, shooter

**Game mechanics**

Platform

Colors do different things, for example make platforms move differently

* Speed boost (GREEN+RED = YELLOW?)
* Jump pad (BLUE)
* Up/down (BLUE+RED = MAGENTA?)
* Left/right (GREEN)
* Damaging ground? (RED)
* Pass through (RED+BLUE+GREEN??? = BLACK?)
* Stops movement (even on wall) (GREEN+BLUE = CYAN?)

Main colors: red, blue, green

Others:

**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