ColorBlind

**Genre**

2d, puzzle, shooter

**Game mechanics**

Platforming

Colors do different things

* GREEN: Make block move up. Create new peaceful mob on next screen (moves left/right).
* RED: Destroy mob. Make passing mobs aggressive on current and next screen. Make colored death ground?
* BLUE: Stop a mob and make them a block. Make mobs into blocks on the next 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 (red, blue, green, black?)

**Levels**

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. Some might make our lives more difficult later on. (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.

**Roles**

Harto, lead/gameplay programmer

Joni, programmer

Heta, level designer, artist

Riku, programmer

Toni, lead designer