ART

**Genre**

Metroidvania

Puzzle, shooter

**Game mechanics**

Platform

Colors do different things, for example make platforms move differently

* Speed boost
* Jump pad
* Up/down
* Left/right
* Damaging ground?
* Pass through?
* Stops movement (even on wall)

Main colors: red, blue, green

Others:

**Art**

* Platforms/walls
* Background
* Player
* Enemies
* UI

**Story theme**

**Characters**

**Roles**

Harto, lead/gameplay programmer

Joni, programmer

Heta, level designer, artist

Riku, programmer

Toni, level designer