Islander

Get from one island to another (why?) by travelling across boats(?) and island hopping. There are key monsters that the player(s) must defeat to get to the end; they do this by finding certain instruments(?).

Why islands?

Why boats?

Why instruments?

The monsters are needed to stand as obstacles to challenge the player(s) between point A and B and are one of the oldest obstacles in the book. The specific mechanics of the monsters serve as a framework for the puzzle that thematically fits the style of the game.

SPEAKING OF STYLE!

Biomechanical enemies. Some sort of machine device the protagonist uses to activate shrines. Sort of a mix of fantasy and science

Additional game mechanics:

Boats are the main mode of transport between islands. Boats sink. Good idea as this gives a good way to keep players from going off the rails.

Boss Monsters. Meeeeh, okay, it’s a good idea as a short-sighted goal that gives the player immediate view of the task at hand.

Something about waves(?). Waves are integral to the game as they are the theme of the jam… they are OUR goal. There is something about how the waves will be the main method of propulsion and the second player (why two player?) controls the waves to propel the boat. (Maybe doable, maybe crazy; I’ll just have to see)

Keys, which are used to beat the boss monsters. It’s not the worst idea, but it does depend on the implementation; it is reasonable that boss monsters have weaknesses, but for that weakness to be sound or an instrument is… creative, at least. I can come up with an explanation but it’s not terribly clean or complimentary with the rest of the mechanics or style. Then again, maybe it can’t be too complicated to create an explanation.

Two player, which I am not too sure about. Conceptually, one player is doing nothing, while the other player is taking action, and vice-versa. If the player is on land, then the player controlling the environment has nothing much to do; and while the character is on the boat, there is nothing for them to do. It’d be simpler to have one player! But I can understand that from a storytelling standpoint, that the character can’t have control over the environment that the second player would have. Simply put, each character needs more interaction and responsibility for one another…. That’s another point! Player two must keep player one alive, but player one has no obligation to the second player.

Story:

Tough to say, but… maybe the story is that the character (player one) is taking part in a ritual to empower the sea deity (player two); each major island has/needs a shrine that the character needs to interact with to achieve this. A bit of deeper story is that the human character has enslaved the deity character and is empowering them to become more powerful out of hubris, the end of the story entails the deity breaking free and punishing the human. To reach each of the shrine islands, the human character must reach charging stations on abandoned islands to face off against the boss monsters of each shrine (subject to change).

Characters:

The Islander – Female, not that it really matters; their goal is to empower the deity they have captured to become more powerful (to what end?). Subjectively evil. Has some understanding of the technology she is dealing with.

The Deity – Ambiguous gender; originally quite weak, but enslaved nonetheless. Ultimate goal is freedom and the punishment of the human who has captured it. May be responsible for a measure of damage and destruction previously inflicted on the landscape.

The Bosses – um… something here

Setting:

An abandoned archipelago inhabited by mechanical creatures. In the past, most of the archipelago was the base of a paranormal engineering research company determined to create, control, and harness supernatural and magical creatures (maybe… maybe just normal archipelago).

**Island 1 (hehe Tutorial Island):**

Player one and player two learn the impact that they may have on one another and the environment. Player one has free range of the island (it is quite small) and player two has fun playing with a slight breeze.

*There is a boat/raft out of range, if only the breeze could bring it closer…*

Player two’s toying around with the wind reveals that there is an overgrown shrine on the island, and player one reveals it. When player one interacts with the shrine they activate it and empower player two; their small whiff of air is now a brisk gust able to generate small waves, and slow down/speed up existing waves.

There is a hatch that is intended to be an underground bunker that the Islander was hiding in. There may also be some fried apparatus that may have been used to weaken and capture the deity.

**Ocean (yar har fiddle de dee!):**

Player one has boarded a boat/raft, and can direct it a la tiller and rudder, but there is not much they can do on a calm sea; player two generates a gust of wind and waves to carry player one away from shore. On the open sea, player one will encounter small waves that carry the boat and large waves which can capsize the boat, and will have to steer to maneuver each obstacle. The boat/raft itself is sinking and will not make it far.

**Island 2 (let’s call it Deserted Island 1):**

This island was once inhabited but all that remains are the ruins of a small building and the half-buried corpse of the sole inhabitant; their raft is still beached nearby and in usable condition. There are illegible notes and scraps of paper strewn about but most of it has been blown away. The second shrine is visible (off screen) to the north.

**Island 3 (Deserted Island 2, duh):**

The main feature of this island is a largely ruined building; the roof is missing and there are large gaping holes in the south wall. A couple of aggressive crabs have moved into the area and are picking among the wreckage; the deity can use its power to blow them around and keep them from interrupting the Islander. If blown around a couple times they will dig into the ground to hide and avoid the Islander.

There is a “charging station” that remarkably survived the devastation of the island, which the Islander is meant to make use off to be able to blow away the Giant Enemy Crab Boss.

**Shrine Island 1 (really Shrine 2, home of Boss 1):**

The first boss is a Giant Enemy Crab Boss, really, that’s it; it’s big and it’s in the way. If the Islander gets too close, then it grabs them and tosses them away. If the deity tries to blow them around like the normal crabs, there is no effect. However, if the Islander has visited the “charging station” on Island 3 then they unleash a single massive torrent on the crab and blow it off the island, thus opening a path up a cliff to shrine 2.

The shrine 2 upgrade allows the deity to charge their power to unleash a stronger gust, generating strong waves that can cancel out the dangerous large waves; it is not strong enough, however, to free the human from eddies and whirlpools.

**Island 4 (really Island 5…):**

The new enemy of the day is a strange annoying seagull like bird. Using the deity’s basic ability, they can be pushed around, but using the upgraded ability dazes them for a time; they are faster than crabs so simply pushing them around may not be enough. Crabs still make an appearance, using the upgraded ability can send them flying and sprawled on their backs.

There are a couple of ruined homes on this island, both appear to have been struck by a hurricane and are barely standing, open to the sky. Hidden under ivy and creeping moss are hatches for each home, leading to a common underground bunker. Crabs are sunning themselves on the beach and birds are crooning on the ruined walls.

**Island 5 (you know the drill):**

This island is inhabited entirely by the strange bird creatures. A boat house is on the east side of the island, guarded by 2 of these pesky feathered fiends (I’m so poetic). Two more are within the island ruins.

The environment is overgrown, once probably a botany lab or conservatory of some sort; glass has returned to sand and a variety of strange, large, birds have made their home among the greenery and rubble. A “Charging Station” is hidden beneath some overgrowth, but visibly functional.

**Shrine Island 2 (officially called “Shrineland”):**

This boss is Some Kind of Bird and it looooves to swoop down, scoop you up, and drop you back on Island 5. If the Islander has charged up from Island 5 then they can unleash a cyclone of winds that spins out the bird, causing it to pass out; the cyclone might also rip a lot of vegetation away to reveal the building underneath. The island itself is dominated by a large overgrown tower, possibly an observatory; most of the island is largely overgrown, but there are geometrically designed walls and architecture.

The shrine is located at the base of the tower, in clear view if not for the giant bird (what is with these islands and giant animals?). When the deity upgrades this time, they gain the ability to create freezing blasts of air; using it over water freezes a solid path in lieu of a wave. The frozen path disrupts any wave, and whirlpool.

**Island 6 (killer teddy bears, not really, but maybe):**

Irritating birds and some deadly, deadly sharks. The island itself is largely a landlocked lake with a sunken, derelict lab inside; they must have been conducting experiments on sharks, because now they are loose in the lake. If the human falls in the lake, the sharks feast. The deity must provide safe passage by freezing the lake to reach a surprisingly working “Charging Station” just above the water’s surface. Birds also roost on the island, around the edges, and will try to attack the human as they cross; dazing them with a blast of air sends them to dinner with the fishes (ah cannoli!)

**Island 7 (Should have some sort of story for these):**

This island is perfectly pristine; there is a hut here that has been clearly prosperous, but vacant, nonetheless. There is no trace of technology on the island.

**Shrineland 3 (The shrining):**

It’s like a lava land! Well the island is an active volcano, and the shrine is on an island in the middle of the lava pit in at the top of the volcano. The guardian is a murderous lava beast. The charged deity summons forth a torrential rainstorm that begins to cool the beast; if the Islander can survive long enough for the beast to fully harden (a couple of minutes), then they reach the shrine and beat the game. The main mechanic here is that the deity player can create cooled pathways for the islander to run on, and slow the beast down.

The bare minimum we should be able to showcase is the sailing, to keep in line with the theme. It would be great to have the entire thing done, but there is only so much time we have to work with; we will have to prioritize the theme above all else. If we can get simply the highlighted portion together then it would be a great success, and going above and beyond. Additionally, everything in here is subject to change; it is important to have a target to aim for.