

A Matter of Perspective: Game Jam GDD

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Concept:

Game Name:

Maximinimus: A Tale of Sizes

Genre:

Puzzle Adventure

Setting:

Medieval Fantasy, 80's Dark Fantasy Aesthetic

Story Logline:

Big* and Small* from opposing tribes find themselves in each other's bodies, they must team-up and live one another's perspective to save their shared god from captivity.

General Gameplay/setup:

3 levels, 3 puzzles each. Players must switch back and forth between controlling Big's larger and stronger frame and Small's smaller but much more nimble and maneuverable body to solve puzzles and make their way forward through the level. Players control Big most of the time, but can throw out and control Small when he is needed. The camera shifts from third person over the shoulder to a 2.5d view when playing Small. (too complicated).

Pillars:

Master of Two Worlds: two playable characters who feel unique and distinct from each other and who complete each other's skills. Players learn to master both skill sets and learn when, where, and how to use each character to progress through encounters.

Aimed Game Jam Modifiers:

- So Many Choices (add 3+ endings)
- Who Am I?! (3+ playable characters)
- Oppenheimer Style (biggest explosion)

Maybe?:

- Shh, Don't Tell Anyone (easter eggs and/or secrets)
- Game-ception (game within game within game)
- I Play My Way (customization options for character)
- Identification Patron (other team names some elements)
- A.R.G. (locked door with code in another game)

Team Roles:

Alysia: Level Designer

Belisario: Narrative Design

Santiago: Programmer

Sasha: Game Designer

Mechanics:

Game Loop:

Enter puzzle encounter → use Big to proceed as far as possible → use Small to proceed as far as possible → keep switching characters → open final door

Big Guy:

- Moves slowly, with weight, and awkwardly
- Cannot jump
- Cannot die
- Can throw Little Guy as a projectile, the player then switches to Little Guy wherever he lands
- Can push rocks/large obstacles
- Can activate pressure plates to open large doors
- Acts as a moving checkpoint for Little Guy

Little Guy:

- Moves quickly
- Fits into small openings
- Can jump, can platform
- Can die
- Can pull small levers to open grate doors
- Is riding on Big Guy's helmet when not deployed
- Is considered deployed once thrown
- Can teleport back to Big Guy on command
- Respawns at Big Guy when killed

Arcana, The Spirit Wolf:

- Can only be called from a summon circle by Big Guy
- Is shot like a rocket, and she cannot stop moving until she collides with something
- If she hits an obstacle she is destroyed and must be re-summoned
- If she hits a magic barrier she destroys it
- Is used to destroy magic barriers and open up pathways

Puzzle ideas :

- Small spaces to get to the goal (lever, button, key?)
- Platformer sequences to get to goal
- Big pushes rocks (blocks) to build walk up area to goal
- Big smashes breakable walls to get through to next area
- Small avoids enemies to pull lever that lets Big in and take out enemies
- Big needs to hold a moving trap in place to let Small pass it
- Big guy needs to move block with little guy on top
- Two sided rock wall, big guy needs to push rocks to other side from his
- Place magic wolf wall away from summon circle, make players have to pay attention to where they saw it earlier and path the wolf back to it from the summon circle

Theme:

Narrative Themes:

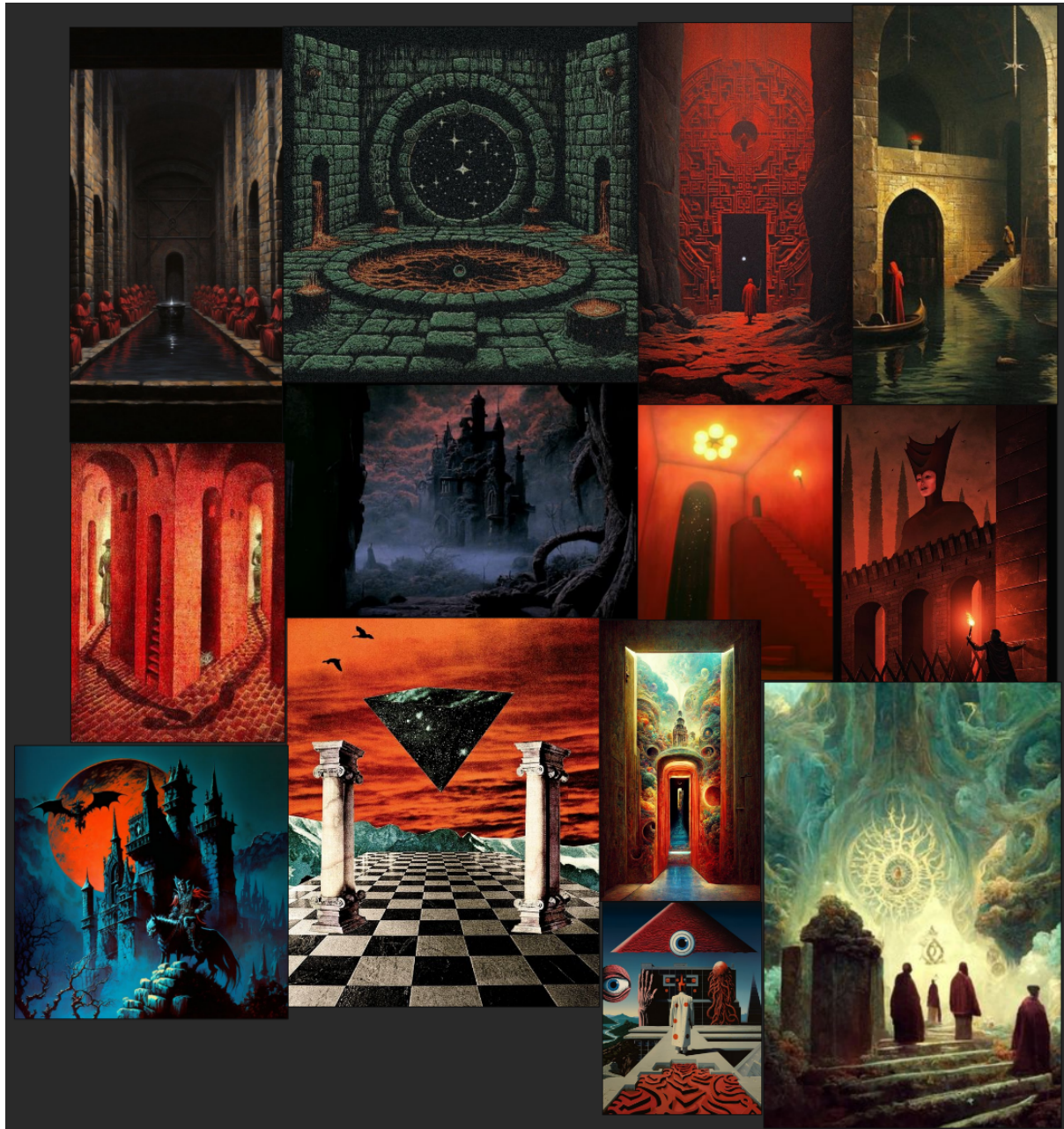
PERSPECTIVE: Big and Small need to learn to live as each other and from one another's perspectives, they need to be unified if they want to save their god.

Eventually they will have to learn the perspective of the third race that has taken their stolen god back.

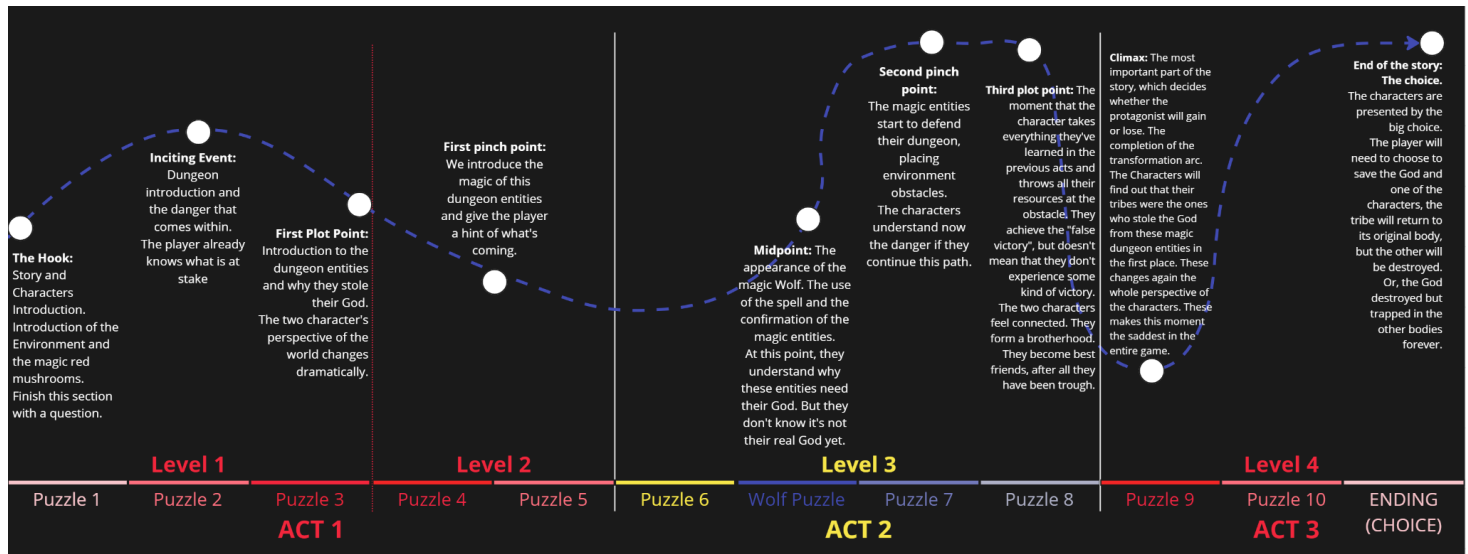
Aesthetic Themes:

80's Fantasy Feel: Gothic and stony architecture with cool blues and greens for general lighting strongly contrasted by powerful warm tones, especially red.

Moodboard:



Pacing:



Level 1:

- Puzzle 1 (min. char. switch 2): throw across bridge, pull lever, create platform
- Puzzle 2 (min. char. switch 2): Little guy platformer to get to lever
- Puzzle 3: Big guy breaks walls, more than one door, switching between characters more than once
- Used primarily as a tutorial for the character switching mechanics, save more complex puzzles and mechanics for later.
- **No enemies, minimal danger.**
- Also introduction to characters, their personalities, their dilemma, and their goal. By the end of the level the players should have a good understanding of who Big and Small are, that they come from two opposing tribes, that they want to save their shared God, and that they want to be back in their own bodies.

- At the beginning of the level they do not know how to use their new body, and will have to learn throughout the level just as the player does. This is a good excuse for the tutorial. By the end of the level, they should be much more confident about using these new bodies and hopeful about the upcoming adventure, just as the player should be.

Level 2:

- Puzzle 1: Room only Little Guy can go to has lever to open final door, but is guarded by first enemy, needs to pull other lever to let big guy in, can kill enemy, then little guy can pull lever
- Puzzle 2: ?
- Puzzle 3: Gameplay intro to Spirit Wolf, begins with an easy summon circle next to magic wall, leads to slightly harder puzzle where getting to the summon circle requires some character switching, final part where character switching is necessary and navigating the wolf around obstacles to get to the wall.
- Introduction to danger and enemies as a new puzzle mechanic and fail condition.
- Narratively higher stakes are presented and demoralization becomes present in the characters. They do not yet understand one another nor do they trust each other to get themselves to the end of this adventure. They are on the verge of abandoning before the Spirit Wolf gives them hope to continue.

Level 3:

- Puzzle 1:
- Puzzle 2:
- Puzzle 3:

- The characters are facing the greatest challenges yet but are taking it in stride: they are more confident than ever in their new bodies and are learning to see from the other's perspective. They now trust one another and believe they can succeed. A wrench is thrown into this confidence upon learning the true reason for their god's abduction, but in each other they find the motivation to continue regardless.

Endings:

1. **Big Guy saves God:** He and his tribe are returned to their original little bodies and have their God returned. Big Body tribe are all wiped out.
2. **Big Guy saves Little Guy:** God is killed but both tribes remain stuck in their new bodies forever.
3. **Big Guy sacrifices himself:** He and his little tribe are killed. Big Body tribe are returned alone with their God.

Checklist:

Implemented in level

Grayboxed

Not started yet

Level 1 (Act 1):

- (?)Puzzle 0(?): teaches the hotswap
- Puzzle 1: teaches the recall
- Puzzle 2: throw Little Guy across the bridge, introduces the large doors and the Big Guy pressure plates to open them.

Level 2 (Act 1):

- Puzzle 3: three door hallway, teaches to hotswap multiple times and encourages using that over using the recall.
- Puzzle 4: first truly complex and challenging puzzle, tests use of multiple hotswaps and understanding of levers / pressure plates especially. Introduces the idea of one lever opening / closing multiple doors.

Level 3 (Act 2):

- Puzzle 5: Little Guy platforming section, introduction of both that and death obstacles.
- Puzzle 6: introduction to the wolf, summon circles, and wolf doors.
- Puzzle 7: introduction to block pushing, make a bridge for Little Guy
- Puzzle 8: Pushing blocks to make a bridge for the wolf

Level 4 (Act 3):

- Puzzle 9: Introduction of the wolf on the elevator, many wolf doors and running hallway
- Puzzle 10:
- Ending:

Name Ideas:

- Frewyn (Big Guy)
- Chrisrynn
- Yenmir
- Rafnall
- Tanarat

- Gerfire
- Liandell (place name)
- Adamar
- Cornik
- Tybanas
- Wimir
- Tobthor
- Simfir
- Geflathan
- Dornian
- Salril
- Wilarat (enemies)
- Niclar
- Edrel
- Berron
- Ottie
- Aldis
- Ancelot