

Game Title: Ascend All the Way

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Game Overview

Genre: Platformer

Game Jam Theme: Always up

Theme: The game is built around the concept of ascending an infinite tower. Players must climb upwards, dodging obstacles and navigating falling platforms, emphasizing the "Always Up" theme.

Core Concept: Player controls a character that jumps, grapples, and uses environmental objects to scale an infinite tower. Platforms fall away as time progresses, emphasizing the "always up" theme.

Target Platform: Windows and HTML/browser

Gameplay

Core Gameplay Loop:

- Players jump from one platform to another while avoiding obstacles and collecting power-ups.
- Grappling hooks or other mechanics assist in climbing when platforms are scarce.
- Score is determined by how high the player ascends.

Controls:

- Arrow Keys/WASD: Move
- Spacebar: Jump
- Mouse: Aim grappling hook
- Left Click: Use grappling hook

Mechanics:

- Platforming: Timed and precise movements to ascend.
- Grappling Hook: Swing to new areas or recover from near falls.
- Falling Platforms: Platforms vanish shortly after use, adding urgency.

Game Flow:

- The game starts at the base of the tower, with increasing difficulty as the player ascends.
- Levels are procedurally generated for infinite replayability.

Story

Setting: A mysterious, infinite tower located in the clouds.

Plot: The protagonist is a lone climber seeking the tower's summit, driven by cryptic messages discovered on each level. The true purpose of the climb remains shrouded in mystery.

Characters: The Climber: A determined explorer equipped with a grappling hook.

Art

Art Style: Pixel art with a minimalist aesthetic. Bright, vibrant colours for platforms and a darker gradient for the background to create a sense of depth.

Art Inspiration: [Include pictures of any art you want to use for inspiration]

Asset Sources: Aseprite

Audio

Sound Design:

- Background music: A fast-paced, ascending melody that increases tempo as you climb higher.
- Sound effects: Jumping, grappling, and platform destruction.

Sources:

- Background music: FLStudio
- Sound effects: <https://pixabay.com/sound-effects/> and Audacity

Technical Details

Engine/Tools Used: Pygame

Programming Languages: Python

Key Features:

- Procedural generation of tower levels
- Grappling hook physics
- Dynamic difficulty scaling based on player progress

Scope and Timeline

Development Time:

- Core Mechanics Development: 10 hours
 - Movement and jumping: 3 hours
 - Grappling hook mechanics: 5 hours
 - Falling platform behavior: 2 hours
- Procedural Generation: 5 hours
 - Generating randomized platforms: 3 hours
 - Adjusting difficulty scaling with height: 2 hours
- Art: 5 hours
 - Character sprite design and animation: 2 hours
 - Platform and background pixel art: 3 hours
- Audio: 2 hours
 - Composing background music: 1.5 hours
 - Adding sound effects for jumps, grappling, and platforms: 0.5 hours
- Polishing and Bug Fixing: 2 hours
 - Collision detection adjustments: 1 hour
 - UI design (e.g., score display, menus): 1 hour

Planned Features:

- Jumping and climbing mechanics
- Grappling hook system
- Procedural level generation

Stretch Goals:

- Additional power-ups (e.g., jetpack, double jump)
- Unique backgrounds at higher tower levels

Submission Details

Playable Build: [Link to playable version, e.g., itch.io, Google Drive, etc.]

Source Code: [Link to GitHub or other repository.]

Postmortem:

- What Worked Well: Procedural generation created replayable and dynamic gameplay.
- Challenges: Balancing difficulty scaling and fine-tuning grappling mechanics.

Credits

<https://brookec123.itch.io> -> everything