

TFS Game Jam (July) GDD

Sprout GDD by Veronica Rae Leda

Team:

Alexa Cuvin

Artist and Level Designer

Veronica Rae Leda

Programmer, UI/UX

Project Links & Tools

Clip Studio Paint

Visual Studio

Unity Engine

Aseprite

Discord

Trello

Game Ideas

1. Cats and dogs (opposites)
 2. Turning black to reveal black part of map and be able to explore black, same with white
 - a. Black player against white background and there are contrasting/matching colour platforms/objects that the player must track (Day/night)
 3. Upside down and rightside up
 4. Controlling two characters at the same time
 5. Mirror movement on AI or enemy or teammate
 6. Big/small - Play navigates a platform and can only get through sections by being big or small
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Game Overview

Theme

The theme, as released by TFS Spring Jam, was 'Duality'. In Sprout, players take on the role of Sprout, a character with the unique ability to toggle between giant and tiny forms. This core mechanic perfectly embodies the concept of duality, showcasing two distinct modes of

existence that players must skillfully switch between. Embark on a whimsical platforming adventure as Sprout navigates through vibrant and challenging levels, using his size-changing powers to overcome obstacles. The contrasting abilities of his giant and tiny forms highlight the theme of duality, making every level a delightful interplay of size and strategy. The ultimate goal? To reach the amusement park and enjoy the rides!

General Specifications

- **Inspirations:** Super Meat Boy, Celeste, Little Big Planet 3, Firegirl and Waterboy
- **Genre:** 2D Platformer
- **Setting:** Modern City
- **Art Style:** Pixelated and Toony
- **Target Audience:** Everyone
- **Platform:** WebGL

Gameplay Summary

In Sprout, players take on the role of a character with the unique ability to toggle between a giant and a tiny form. Embark on a whimsical platforming adventure as Sprout navigates through vibrant and challenging levels, using his size-changing powers to overcome obstacles. The ultimate goal? To reach the amusement park and enjoy the fun-filled rides and attractions. Get ready for a delightful journey where size truly matters!

Core Gameplay Loop

Transform and Traverse

In Sprout, players take on the role of a character with the unique ability to toggle between a giant and a tiny form. Navigate through vibrant and challenging platforming levels, utilizing Sprout's size-changing powers to overcome obstacles and solve puzzles. In his giant form, Sprout is stronger, able to move heavy objects and break barriers, but his size makes him heavier and slower. Conversely, when tiny, Sprout becomes limber and agile, capable of wall jumps and fitting through small spaces.

Size-Specific Abilities

Sprout's adventure is defined by the clever use of his two forms. In his giant form, he can:

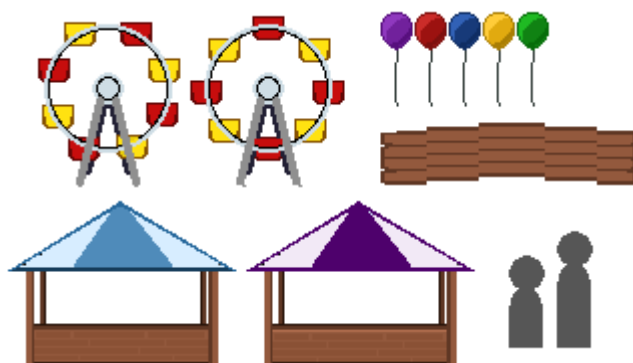
- **Heavy Weight:** Weigh down against obstacles or fall faster..
- **Strong:** Push large items to create new paths or solve puzzles.

When small, Sprout can:

- **Wall Jump:** Leap off walls to reach higher platforms or cross large gaps.
- **Squeeze Through Gaps:** Access areas that are inaccessible to his larger form.
- **Light:** Weight can easily be overpowered by obstacles

Level & Enviro Assets

By Alexa Cuvin, made in Aseprite



Tech Art / Models

By Alexa Cuvin



Narrative Copy

Team Name:

Sleepaway Studios

Game Title:

SPROUT

Short Description / Tagline:

Go big or go home!

Classification

Games

Kind of project

HTML

Downloadable

Release status

Prototype

Pricing

No payments

Embed Options

Embed in page

Viewport Dimensions

1920 x 1080

Frame options

Fullscreen option

Details: Description

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Team

Allasskkaaaa- Artist, Level Designer

Adelear- Programmer, UI/UX

Special thanks to Hydrahowlite for allowing us to use your music for the Title and Game music!

Controls

AD - Horizontal Movement

SPACE - Jump

T - Change Size

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Light: Weight can easily be overpowered by obstacles

Music / SFX

Mushroom by Hydrahowlite

Bubbly Berry by Hydrahowlite

All SFX from Pixabay

Art

All 2D Pixel Sprites Made by Allasskkaaaa

Main Menu Art and UI Elements Made by Adelear

ART & ASSETS

All 2D Pixel Sprites Made by Allasskkaaaa

Main Menu Art and UI Elements Made by Adelear

Details: Genre

Platformer, Adventure

Details: Tags

Platformer, Adventure, 2D, Pixelated

Details: App store links

(none)

Details: Custom noun

(none)

Details: Community

Comments

Details: Visibility & access

Public

Game Narrative

Intro Narrative

- Lordy Loo
- Where is everyone???
- ...
- Oh right! I forgot that the fair is in town! I should make my way over as well...
- I don't have my tickets for the vendors... but there should be a few lying around!
- That damn vat of acid I fell in slowed me down fr
- At least it didn't do anything to me
- Oh
- I'm big now
- How do i turn back to normal
- Maybe if I press T really hard, something will happen

Outro Dialogue

- Finally made it for the ride
- Oh darn.
- I'm not tall enough
- Or am i
- Oh.

- I still can't go on the ride...

Audio

Music Commissioned from Hydrahowlite

Title - Bubbly Berry

Level - Mushroom

SFX

Toggle Pops - Pixabay

Death - Pixabay

Jump - Pixabay

UI - Pixabay

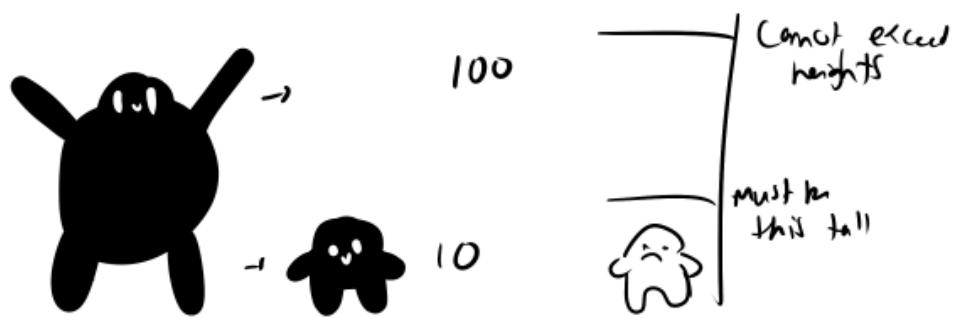
Jump pad Compress - Pixabay

Jump pad Launch - Pixabay

Win - Pixabay

Water splash 1 - Pixabay

Water splash 2 - Pixabay



Platforms

□ → jump pads

