

Super! Bitcon Game Jam

Theme: Water

Genre: Adventure

Character: Living puddle of water. Uses a water whip attack. Uses a full body dissolve attack.

Enemies: Fireballs with legs, glowing light orbs

Goal of the game. Get from starting position and get to the underground river while avoiding and fighting off enemies.

Artwork:

- Main character
 - Move x
 - attack x
 - dodge x
 - die x
 - idle x
 - dissolve x
 - reach
 - dissolve
- Fireballs
 - move x
 - die x
 - idle x
- Light orbs
 - idle x
 - brighter x
- Level Elements
 - floors x
 - walls x
 - dirt clods (four frames of damage) x
 - rocks x
 - rocks with cracks (empty cracks, cracks with water in them) x
 - dry brush x
- Power ups
 - water drop x

Game resolution:

Game tiles are going to be a base 16x16 pixels.

The player will be 16wide by 32high
fire guys will be 16x16
light orbs will be 32x32

The game will be 480x270 and then scaled up for game play.