

Blue Rust: Memoria

By Team Gear

Submission for Pirate Software Game Jam (<https://itch.io/jam/pirate>), 7/31/2024

Itch.io: <https://brueland.itch.io/blue-rust-memoria>

Pitch:

Pixel art style Metroidvania focused on exploration and atmosphere. Light/Dark lantern, grapple movement, and dash mechanics all combine for a highly maneuverable platformer worth remembering.

Genre/Story/Mechanics Summary:

Blue Rust Memoria is a 2D pixel art game that involves the main character navigating her way through a forest and lab setting where inside she finds a unique looking lantern. The player must pick up the lantern to navigate through the mysterious depths of the lab and fend off aggressive Shades. As the character progresses, she is confronted by memories of her past that have taken the form of ethereal shadows. Use the lantern to ward off and evade the Shades and escape the lab you are beginning to remember. After dashing and grappling your way through the world, defend yourself against the amalgamation of your trauma as you discover the way back into the forest.

Features:

- Light the way with a lantern that wards away aggressive shades and collects docile memories.
- Grapple mechanic allows you to reach new heights and adds aerial platforming.
- Dash past your enemies and leave them in the dust.

Platform:

Built and developed for PC, Mac, and Web Browser play.

Development Tools:

Game Engine: Godot 4.2.1

Pixel Art: Aseprite, Pyxel Edit

Music: ProTools

Genre:

Single Player, Adventure, Platformer, Metroidvania

Controls:

A/D : Move Left/Right, Change direction (while grappled)

Jump: Spacebar (hold to jump higher)

Grapple: Left Click

Dash: Right Click

Grapple is limited while holding lantern, to drop lantern: Left Click

Art Style:

Pixel art

Music/Sound:

Soft and somber as the player explores the lab, but for the shade interactions it becomes more atonal and dissonant with some percussive elements. Final boss battle highlights heavy, monstrous weight of the skull shade and it's persistent chase through the map.

Team:

Art: [Billy Newcomb](#)

Dialogue: [Wesley Brueland](#)

Level Design: Wesley Brueland, Billy Newcomb

Programmer: Wesley Brueland

Music: [Justin Bender](#)

Sound Design: Justin Bender

Links:

<https://brueland.itch.io/blue-rust-memoria>

<https://github.com/brueland/Team-Gear-Pirate-Software-Jam>