

Feature Briefs

Level Structure

The game will have a certain level structure that all the levels will follow, having like a 3 act structure wherein the player will unlock a color in each act of the game. These levels will be categorized into groups, which will have progressively harder content as well as including the older content into conjunction as well.

Map

The player will have access to a world map all the time which will show him his current location as well as the world all around him. The world will be covered in a fog of war but as the player discovers more and more area, the area around him will slowly start to get revealed.

Puzzles

The puzzles in the game play a huge role in making the game enjoyable and interesting to play. The puzzles have to be designed in such a way that force the player to think his way through all of them. The puzzles will be utilizing the environment and the player's ability to interact with them. On top of this, the player will have to use his wits to solve them in a different way that was intended, giving more experienced players an option to do things in a different way than they did in a previous playthrough.

Color Switching

The main mechanic of the game ties into what makes this game what it is. The game has the player switching between different colors to interact with the world and solve puzzles and hence progress through the game.

The player will unlock more colors as the game progresses and the more color the player has access to, the more the number of interactions that the player is able to do.

Colorize the World

The world is based around the concept that the player is stuck in a coloring book and he wants to colorize the whole level around him to make him feel more at home. As the player unlocks the different colors, he will be able to use these colors to fill in the colors into the game turning it from a grayscale image to a colored one.