

1. INTRODUCTION

1.1 Elevator pitch

This is a puzzle platformer. Side-scroller metroidvania style world.

1.2 Definitions and Acronyms

Player

[Flashlight](#)

[Block](#)

[Crystal](#)

[Liquid](#)

[Room](#)

[Checkpoint](#)

[Metroidvania](#)

1.3 Gameplay loop

The player will always start at the beginning. They will then go to wherever they have the ability to go, when they go to a new area they will either have a new idea or tool given to them that they can then use to get to new areas and uncover new secrets.

2. Mechanics

2.1 Blocks

Light that shines on blocks recolor the block subtractively.

Black

Default block, does nothing. Main building block of the world. Always makes black when combined with anything. Only block that blocks light.

White

Default interactable block, only use is to make another color.

Cyan

Ice - Slippery, Fast movement builds up

Magenta

Bounce. Player bounces off it from any side, and gets a vertical boost.

Yellow

Can be pushed. Gold? The goal of the game is to get a yellow block to the end? Or back to the beginning.

Green

This block can be moved left or right when interacting with the colors yellow or cyan.

Blue

Water-ish. Can be passed through. Still retains its shape as a block. Grows or shrinks when interacting with the colors magenta or cyan

Red

Fire destroys touching cyan blocks. Player death when touched.

2.2 Crystals

Red, Green, and Blue crystals exist naturally around the map. They are static and change the color of the light that passes through. Light that passes through is additive.

2.3 Liquid

Red, Green, Blue, and White liquids exist that change the color of the [flashlight](#) until dipped into another liquid.

2.4 Flashlight

The flashlight is the main way the player interacts with the world, by default the flashlight shines white, which doesn't do anything by itself. The flashlight rotates around the player and can change colors.

2.5 Player movement

The player can move horizontally and jump slightly.

2.6 Checkpoints

Entering a new [room](#) gives the player a checkpoint, resetting then places the player where they were when they entered the room and resets anything that belongs to that room.

3. Design

3.1 World

The world is the main and only level of the game, the game is played from start to finish on one large map.

There are multiple areas in the world, each with a focus on a different main mechanic. Each area should have multiple ways to leave it. Each different way to leave it gets progressively more complicated.

Rooms

The world is divided into rooms. Each room owns the objects that belong in it, the camera shows the room in its entirety.

Room size

3.2 Genre

The game is a side scrolling platformer and metroidvania

3.3 Win condition

The player wins when they get the trophy.

4.3 Driving Force

What is the reason the player wants to continue playing? To collect hats?

4. Visuals

4.1 Main

Colors are a main focus, everything should be made up of one of the main mechanic colors. Solid black is used for most of the non intractable world structure.

4.2 Camera

Side view static camera to let player focus on controls, camera moves between rooms