

Team Almost Good

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ELLIE



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overview

- Single Player
 - 2D-Platform
 - Puzzle/Adventure
 - Keyboard/Mouse Control
 - Utilizing **Push and Pull** mechanism of charged forces – inspired by atomic charge and magnet attraction and repulsion.
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PLOT

There is a house standing alone in the middle of the field.

Player sees all the lights suddenly go off of the house.

Player enters the game world as **Ellie**.


Player will play in microscopic level.

Player will go through obstacles in each level,
and **bring back power to the house**



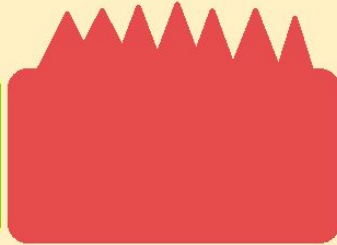
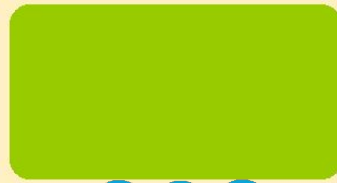


WORLD

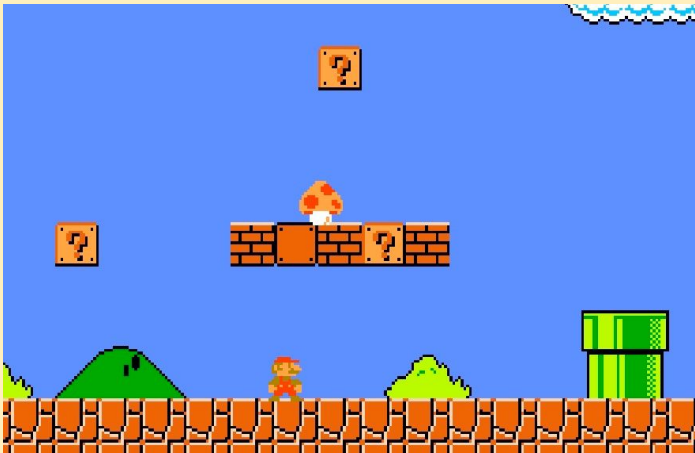
- Everything has a charge: positive, negative, neutral
 - No strict definition of “gravity”
 - Positive Magnetic Field, Negative Magnetic Field
 - Positive Charge Trap, Negative Charge Trap
 - Switch
 - Blocks
 - Remember: [Push/Pull](#) mechanism!
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Level: Kitchen

Time: 1:35



SUPER MARIO BROS



- 2D platform – side scroll
- Hero to the rescue!
- Adventurous
- Consistent theme but slightly varying levels
- Minimalistic UI

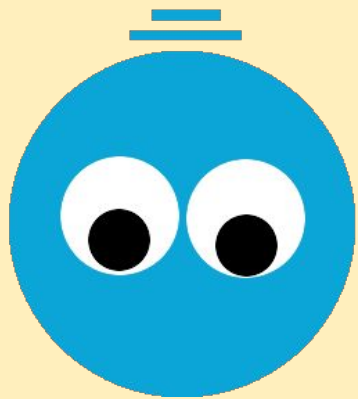


- Reverse Gravity
- Stationary and Moving obstacles
- Simple Concept, but challenging game play

- Hero
- Player Controlled
- **Negatively Charged**
- Cannot Jump or fight enemies
- Throw magnetic fields to deter enemies, or run away
- 3 lives. Can eat “charges” for extra life
- Hurt by **Prottie**, traps, and holes on ground

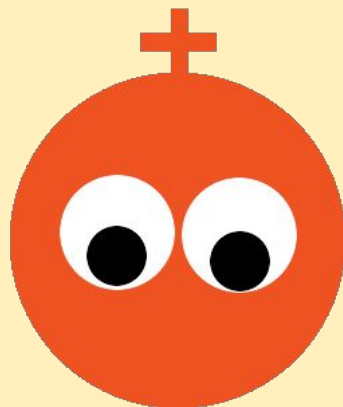


CHARACTERS



EDDIE

negative charged



PROTTIE

positive charged

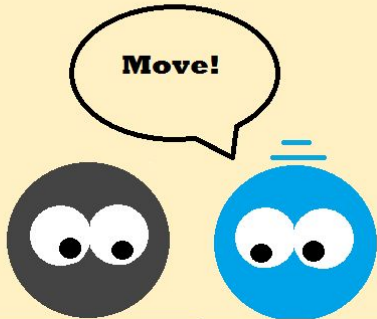
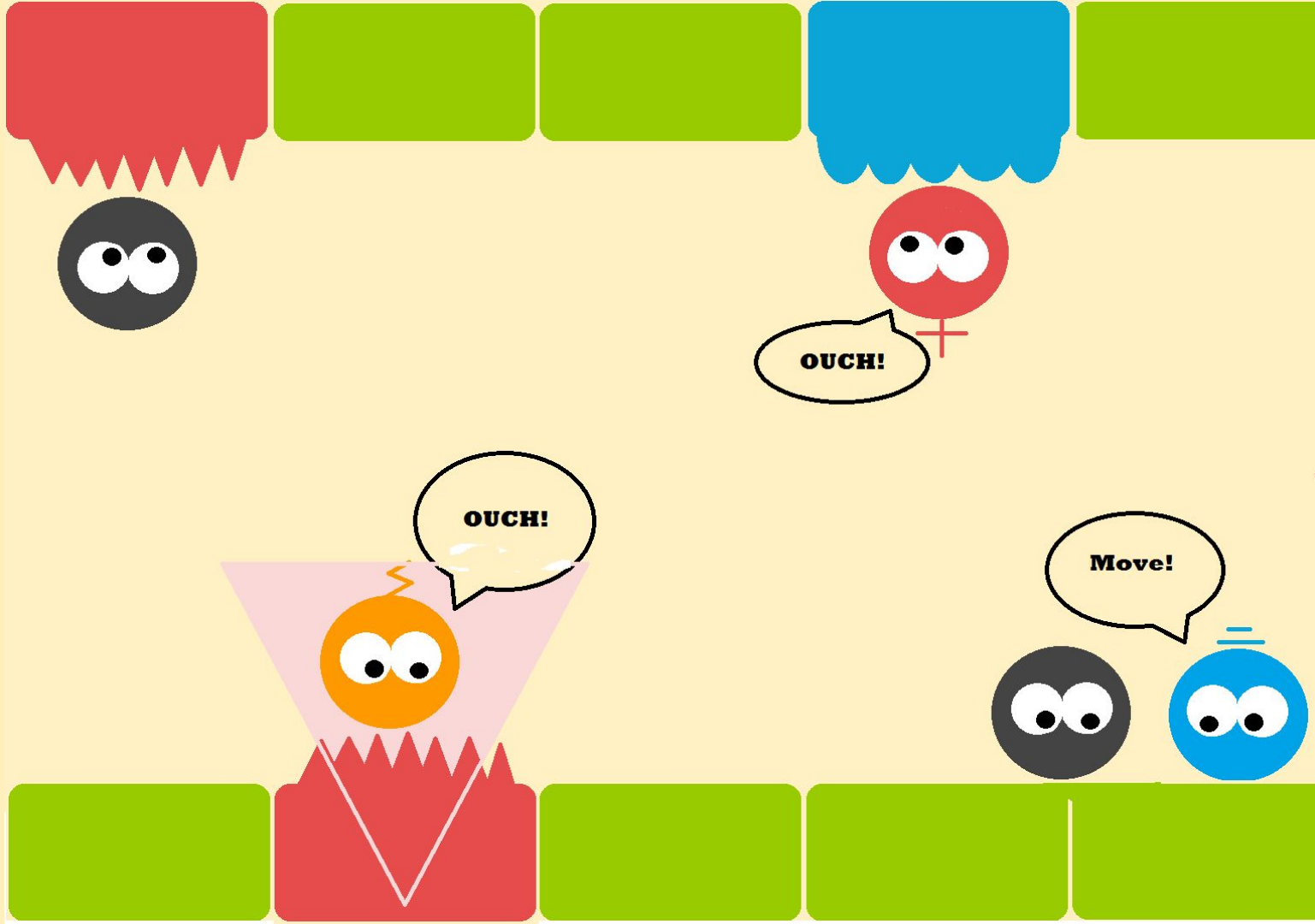


NUBBIE

neutral charged

MECHANICS


- Like Charges **Repel** -- Do not hurt the characters
- Opposite Charges **Attract** -- hurts the characters
- Neutral Objects **Ignore** the charge forces
- Closest Surface (Up/Down) is the ground







PURPOSE


- Fun and challenging puzzle
 - Simple to play
 - hard to master – keep improving game play
 - Game for all ages (reasonably)
 - Quick levels and save options – not a big commitment to start playing the game
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WIN & REPLAY

- Win by lighting up all rooms in the house, which is..
- Achieved by Ellie finishing the corresponding levels.
- Level = Room
- Each level is timed and best time is saved
- Not a single method to go around all obstacles
- Enemy generation is random
- Replaying level will slightly vary from previous attempt




PROTOTYPES

- Smooth Camera transition
 - Throwing – direction thrown and where it lands
 - Detection of objects within bounds
 - Acceleration of getting pushed and pulled
 - Identifying ground – Moving objects will identify the closest surface as “ground”
 - Introducing mechanics of the game incrementally – consistent increase in difficulty
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ASSETS

ART & AUDIO

- Intro and End cutscenes
 - 4 characters
 - 8 different backgrounds
 - Positive, Negative magnetic field and traps
 - 9 different particle effects/animations
 - Misc objects: charge, switch, blocks
 - Intro and End background music
 - 8 different tracks for each level/room
 - 12 unique sound effects
 - Electric sound themes for game play
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WILL YOU HELP
ELLIE
BRING BACK POWER
AND UNCOVER THE
MYSTERY OF THE HOUSE?

