

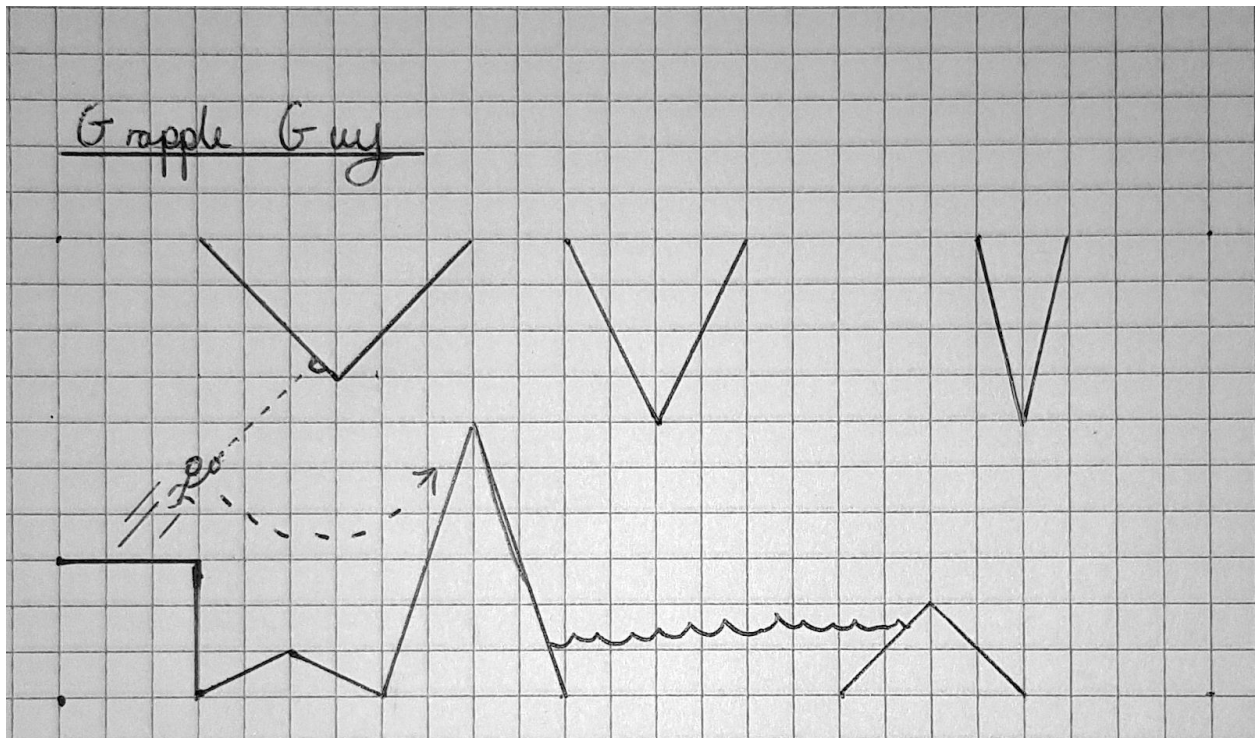
Initial Ideas

I find it is best to start designing a game from the main mechanic that is going to be used, in some games that's the combat or puzzle-solving. For me, it is about traversal. After this stage the main mechanic can be explored in further depth, balanced, then new mechanics can be added to augment it.

1. Grapple Guy

Grapple Guy is an endless runner game. The character starts by jumping off a ledge then using the mouse to aim and grapple to the terrain. The length of the grapple is determined by the distance to the terrain when the grapple attaches. It is a fixed length. The character is moving forward at a fixed speed but their direction can be changed by the direction they are travelling when the grapple is released, after which the impact of gravity is felt and they begin to arc downwards. Touching the terrain results in failure and the game is restarted with a new random / procedural terrain.

Pictured below is my concept for what the start of a Grapple Guy level might look like.

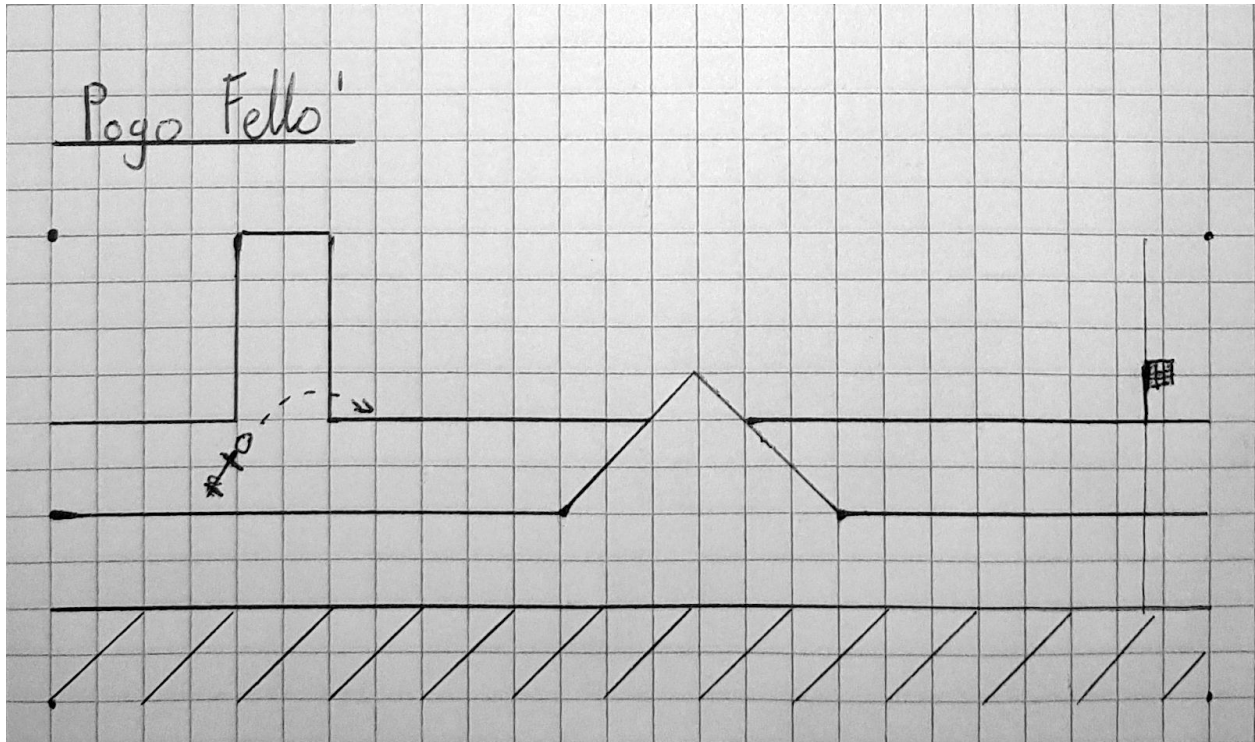


The terrain is made up of a series of stalactites and stalagmites along with a water hazard. The starting point is the only safe zone.

2. Pogo Fello'

Pogo Fello' is a level-based game that ramps up in difficulty as the player progresses. The player controls a character on a pogo-stick using the keyboard. There are 3 planes to Pogo Fello' as in Little Big Planet: a front, middle and back. The player can lean to change their starting angle / trajectory. How high / far they go is determined by how long they hold the jump button. Whilst in the air they can change planes if they are unobstructed.

Pictured below is my concept for what an introductory level in Pogo Fello' might look like.



On the back plane is a cuboidal obstacle, on the middle is a pyramidal obstacle, and on the close plane there is nothing. There is a finishing flag on the top level at the right, but the player may finish on any level - an idea to explore.