

Water Colon

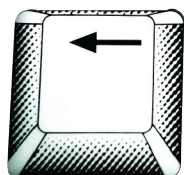


INTRODUCTION

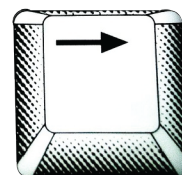
Water Color is inspired by long distance relationships. Many have experienced being away from a loved one which can be quite difficult and few see it out to the end. This game is a little reminder to that special someone that you are always thinking of them and will climb mountains, rain or shine to see them again.



CONTROLS



LEFT

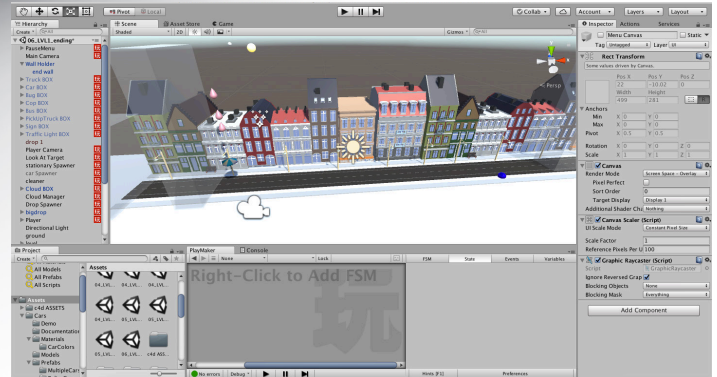
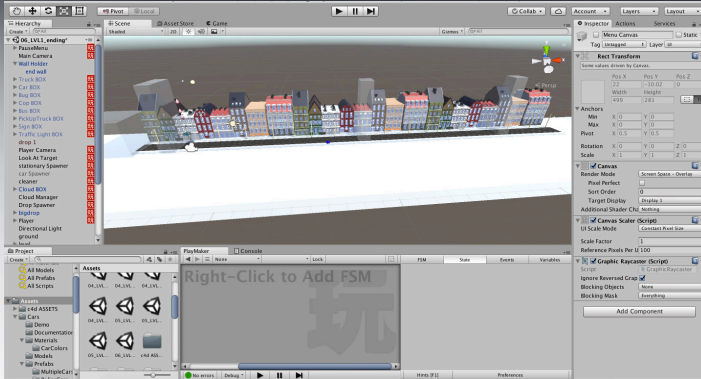


RIGHT

SPACE

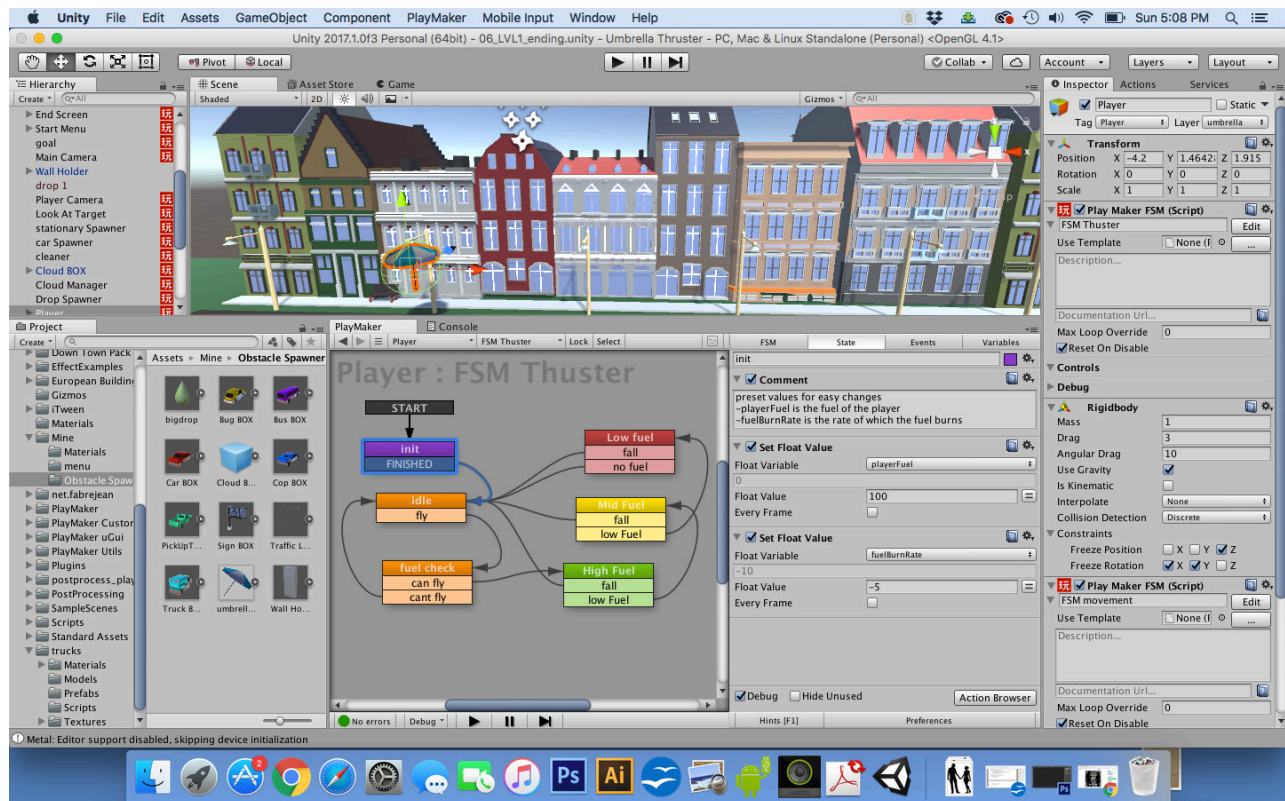
THRUST

PROTOTYPE



LEVEL DESIGN -

The design for the level uses an endless runner method. The level is split into 3 sections of the same buildings and there are triggers that tell the first section in line to move to the end of the line creating a treadmill affect.

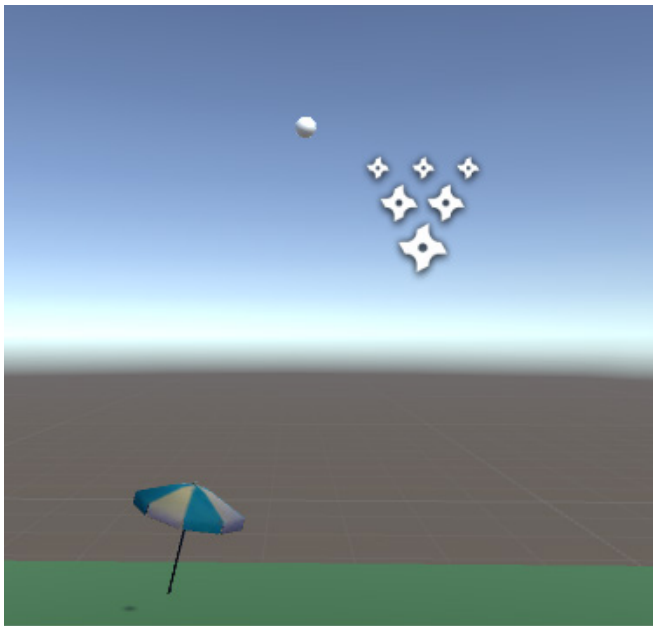


Playmaker set up for fuel management

GAME PLAY

GENERAL OVERVIEW/GOALS

The user plays as an umbrella that is blowing in the wind through a rainy city. They have the ability to thrust themselves into the sky and weave in between the street signs, traffic lights, and cars passing by. They must collect the rain drops that fall out of the sky. These drops fuel the storm that creates the umbrella's ability to move through the wind. If the storm loses fuel, the color of the city will start to fade until it becomes completely gray. Once they collect 3 drops, a storm cloud will appear. This is their chance to refuel completely, replenishing the color within the city. Their goal is to pass through this busy city to reunite with the girl at the end of the street.



CONTROLS/THRUST

This game is a simple thruster game. The umbrella is fuel based and can only move if there is enough fuel. The player can move forwards and backwards to move through the city. The umbrella tilts slightly forward or backward to indicate direction and help make the controls smoother, as opposed to allowing the umbrella to rotate completely making movement increasingly difficult. The player can thrust the umbrella up by pressing and holding the space bar and then can float back down to the ground by using gravity. They will need to use the thrust in order to avoid the obstacles including traffic lights, street signs, and moving cars. Getting hit with any of these objects, even cars, will not end the game but will prevent the player from moving forward making it inevitably harder to regain fuel in order to move forward.

FUEL

The umbrella runs on the fuel of the storm. The greater the wind, the easier it is to move. The player must collect 3 rain drops in order to spawn a rain cloud. If the player sits under a rain cloud, the storm will fill up their “fuel”.

Instead of having a fuel gauge, the color of the city will indicate to the player how much fuel they have left. The city will slowly lose color as the player’s fuel decreases. Not only will the city change colors to indicate low fuel, but the player will also have less of a thrust.

During user testing, it appeared that people had a hard time understanding this concept at first. Thus an edit that is currently in progress, is to have “+10” appear when the player hits the rain drops or sits under the rain cloud to show how much the player’s fuel increases by. This will avoid the need for a fuel bar but will make fuel increase more obvious.



MENUS



GAME OVER SCREEN

-Shows the level in a complete gray scale to show the lack of fuel



PAUSE MENU



START MENU

END MESSAGE

You color my world

