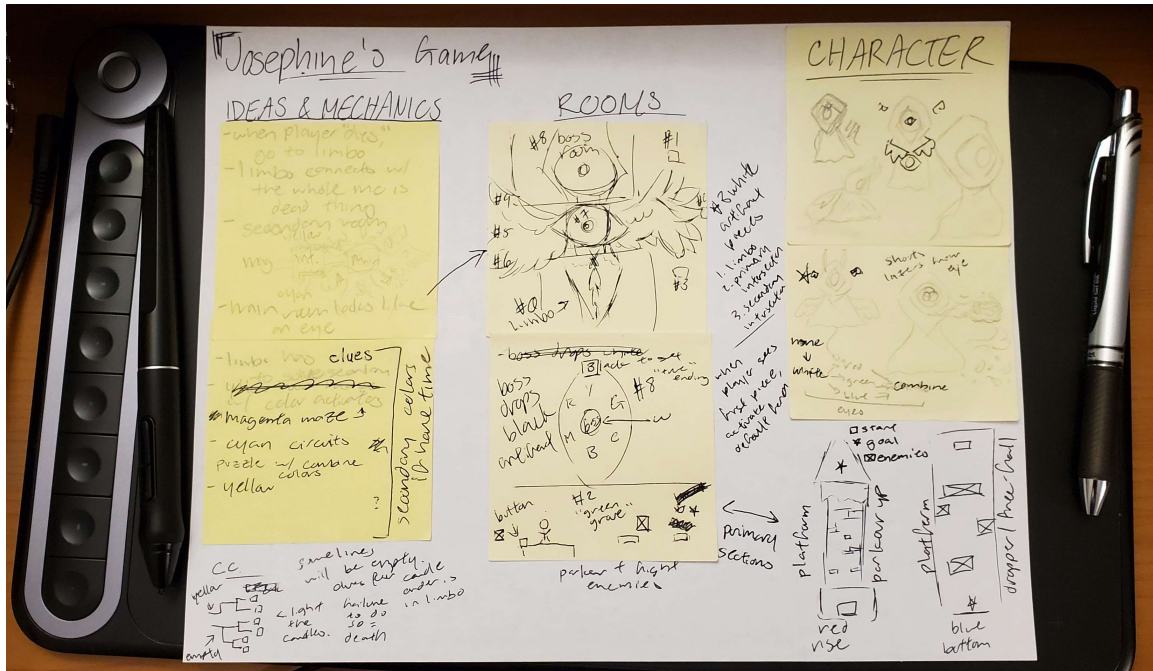


Josephine's Game



For my personal game, I want to create a storytelling game with puzzles. At first, I couldn't decide if I wanted to do a platformer or a top-down map, but why choose one when you can do both? I drew inspiration from fan-made Minecraft maps called Complete The Monument (CTM), where you and your group need to venture into various environments to collect blocks to complete the monument; it's survival-based, with various skills like parkour, puzzle-solving, and PlayerVEntity, and some incredible map makers created CTM maps with lots of lore. That's why I wanted to do something with colors (also because colors are cool). The game I'm creating has the player doing some platform parkour, and the puzzles will be in the top-down format. They have to collect an artifact at the end of each room. Collect all the artifacts and summon the boss. After fighting the boss, there's a secret, but it'd be a spoiler if I say it here, right?

notes & brainstorming:

- war on different alien planet
- swapping characters w/ different strengths & weaknesses
- treasure / scavenger hunt thing (collect things to continue the story)
- something based off monstrosity: remonstered?
- puzzle game? level-based, platformer
- big twist: [redacted] & lore flashback

***game starts**

black figure, w/ instructions on how to play/move

enemies surround them, player is given a chance to dodge but they will have to get hit eventually to proceed (if they survive 1 minute, big, undodgable attack happens)

collect artifacts (red, yellow, green, cyan, blue, magenta)

rgb artifacts have parkour sort of levels

after obtaining rgb artifacts, unlock a new character

for secondary color artifacts, must swap characters and use their abilities to solve puzzles and get artifact

reach a monument statue thing (aka a tomb) and place all the artifacts there

white is missing

objective: find white artifact

summons big boss

defeat big boss (somehow)

collect last artifact and finish the game