



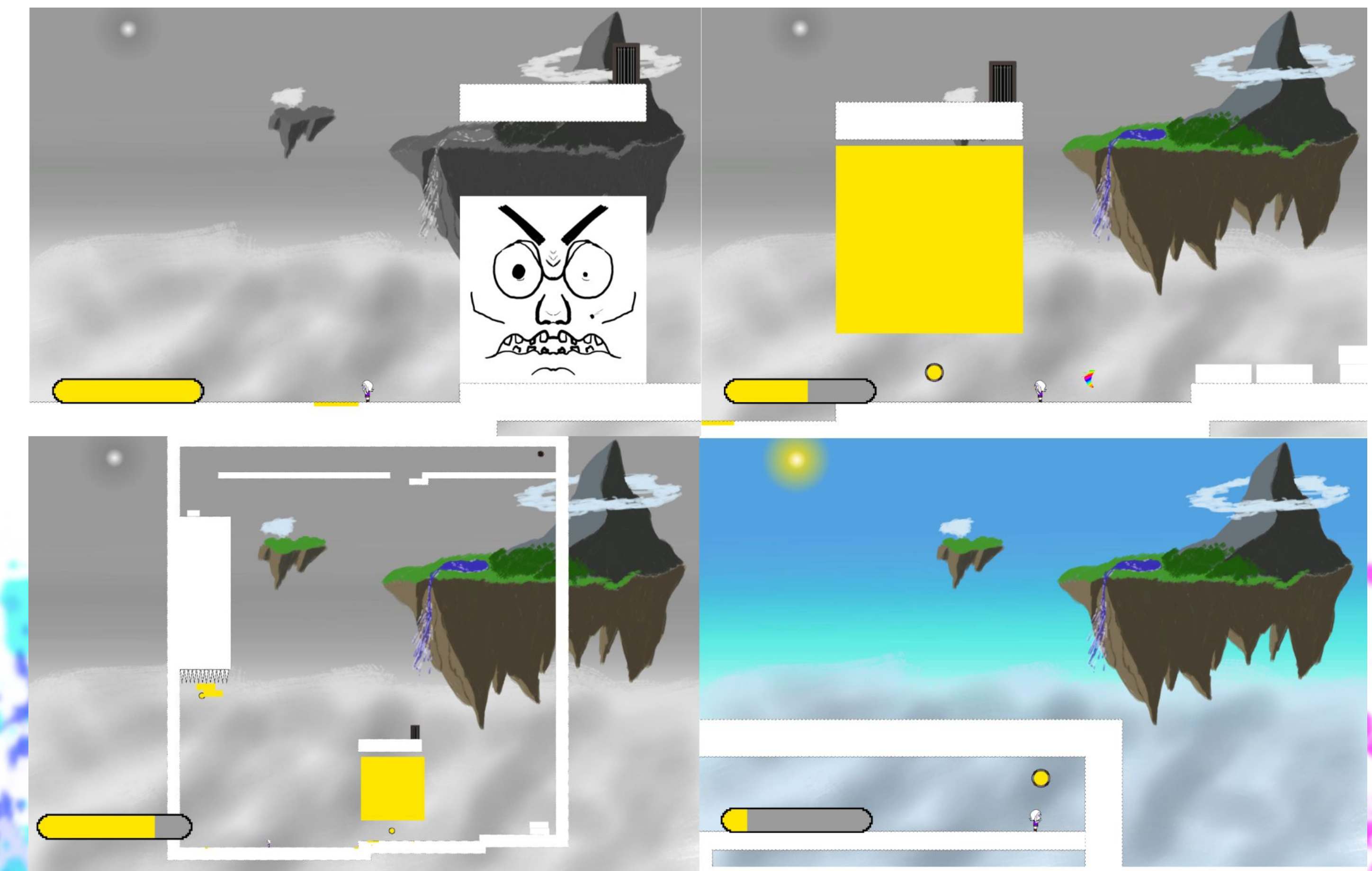
Team 19: Jacob McNamee (CS), Dawson Rooney (CS) Chris Smith (CS), Wesley Sportsman (IC), Trey Werr (IC)

Description & Purpose

- Our project, Palette, is a puzzle platformer where the player can spray different paints to change the world. This includes things like the bouncy blue paint, the floating yellow paint, the sticky pink paint, and more! Each paint is used in various ways to solve puzzles. The player also uses paint to fill all the “paint points” in a level and reach the exit door.
- Palette tells the story of Chroma, a girl lost in a world devoid of color. Chroma finds a magical paint sprayer that will help her defeat the loathsome paint eaters and return color to the land.
- Palette currently features seven fully built levels and will contain thirty-five levels and a final boss on release. The game will be available on Steam, a game distribution platform.



Proof of Concept



Design

Level and Menu Diagram



Ethical & Intellectual Property Issues

- **Inclusivity** is the main ethical concern in Palette. Because color is a primary gameplay mechanic, making this game accessible to everyone will require a colorblind mode or distinct textures not implemented at this time.
- Additionally, to make the experience a positive one for all skill levels we slowly introduce complexity and make sure the opening levels are straightforward.
- Regarding Intellectual Property Concerns: all assets were either bought with full rights or agreed upon with the authors directly.

Art Credits:

Trey Werr
Chloe Wilson
Nick Schrag

Audio Credits:

Dawson Rooney