

Initial Project Description Team 19

Team Members

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Project Name: Palette

Project Synopsis:

2D platformer where the character uses different colors of paint with unique properties to complete puzzles.

Project Description:

The core concept behind this project is a platforming game where the player has some control over the platforms. Using this concept as a base, we have decided to develop a puzzle game where the player can use different types of paints with different properties to interact with the environment. All great puzzle games have their own unique twist that makes the player think outside of the box. We wanted to do just that, but with a 2D platformer with paint. Our goal with Palette is to have the player use about 6-7 different colors of paint that have their own attributes. These paints give us a plethora of puzzle combinations, allowing us to create a variety of maps while also giving the player a novel experience that never drags on.

The end product of this project will be a complete and functional game. The game will have multiple “worlds”, or sets of levels which each focus on one of the paint colors or on a combination of colors. The player will unlock new colors or abilities at the completion of a world, allowing the breadth of the mechanics to expand gradually and naturally.

Project Milestones:

First Semester:

Game mechanics/physics/overall design concepts finalized: 10/29/21

Prototypes of above concepts: 11/19/21

Single level MVP: 11/26/21

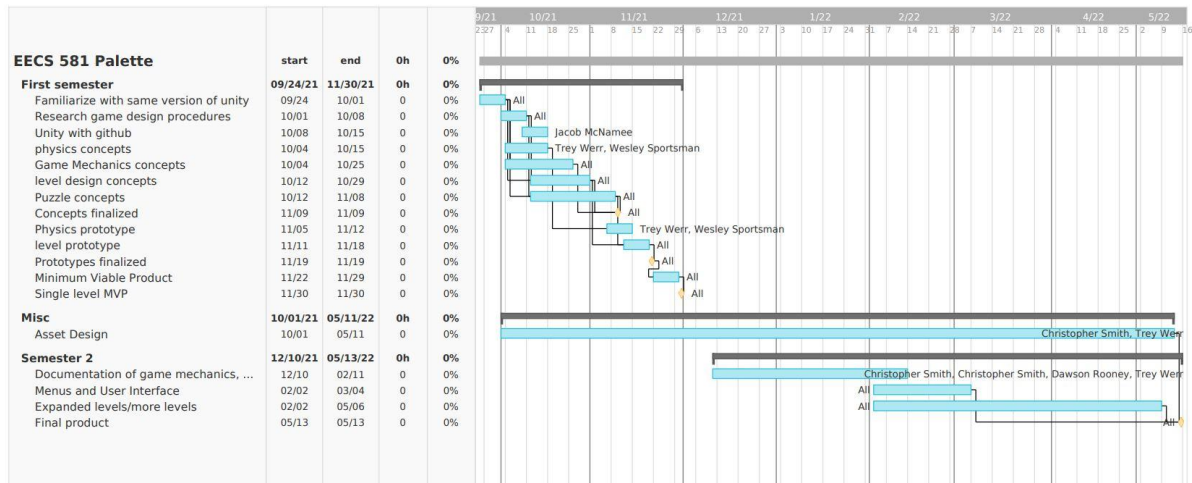
Second semester:

Documentation of game mechanics, design process and descriptions: 2/25/22

Menus and User interface: 3/04/22

Levels + world building: 4/22/22

Gantt:



Project Budget:

\$0 - only requires Unity which is free

\$0 - free online music - or collaboration with music department

\$0 - free online assets - or collaboration with art department

\$100 - publishing final product on Steam (game marketplace)