Game Concept Document

**A Drop of Life**

🏵️🐞💦

Team Roster:

Kyle Grenier - Lead Programmer

Michael Gonzalez - Art / Sound

Tristan Blair - Programming / Design

Anthony Pollos - Design / Production

Avery Macke - Art

*A Drop of Life*

***High Concept:***

You are a water droplet. Control the states of matter to traverse through a large open environment with various objectives. Change to water to leap from puddle to puddle and dash into enemies! Slam the ground and slide around as an ice block. Float into normally unreachable areas as water vapor! Traverse the lush garden to water the dying plants and help them grow.

***Summary:***

 In *A Drop of Life,* play as a drop of water as you explore a large backyard garden. The drop discovers that many of the flowers and various plants in the garden are dying, supposedly by the various insects and wildlife polluting the garden. To traverse the large open area, the drop of water uses all the elements at their disposal. From turning into a cube of ice to slam on foes and activate heavy pressure pads, from transforming into gas to briefly float freely among the environment and enter normally closed off areas. Can you help save the garden?

***Game Mechanics:***

 The game will feature many different types of ways of traversal to explore the large garden. Since the player will be watering various plants to help them grow, growing a plant in one level will help the player traverse the other, or show the player how their impact has helped the game environment as a whole.

 In the liquid state, the player will be able to swim around in puddles of water and small streams of water throughout the adventure. In this form, the player will be able to use a small dash to go from puddle to puddle, in addition to taking out enemies. This will be the main source of traversal for the player.

 In the solid state, the player will transform into a cube of ice, greatly affecting how the player traverses the setting. Movement will be limited on a flat ground, but will exponentially increase as the player slides down dirt hills or crashing straight downwards onto a horde of enemies. In addition, the player will be able to activate various buttons throughout the game to open areas that were previously inaccessible.

 The gas state will be the most limiting state of matter for the player, as the player will be able to float freely and pass through fenced off areas, such as plants/areas of the garden surrounded by mesh. The player, however, will have a very limited amount of time during this state to balance the game and make the level design unique.

***Characters:***

 The main playable character, the drop of water, will have a very simple design. Looking like a simple lighter blue drop of water will help it differentiate from the dull dirt and bright green seen throughout the environment. The additional forms the drop can take on, likewise, follows these patterns, with the cube of ice fancying a similar shade of blue, but with a slightly shinier exterior. The gas, additionally, will appear slightly transparent and a darker shade of blue.

 The enemies, likewise, will be made to stand out from the environment. Bright red ladybugs and a reddish-brown ant colony will help give the setting life. Enemies like the ants will attempt to thwart the drop of water’s plans and rush towards them, while ladybugs will be seen as a simpler, more passive entity, holding collectibles or providing a higher jump for the playable character.

***Environment:***

 The environment will consist of a small garden located in the backyard of a stereotypical suburban home. Surrounded by gray bricks, the sandbox like design of the garden will influence the sandbox like level design. Dark browns for the dirt surrounded by small puddles of water to help the drop of water traverse whilst still being in its liquid form.

***Level Ideas:***

 Since the whole game will take place in a larger, open area, the “levels” will instead be different challenges that take place in the garden. There are planned to be three main levels

 The first level will be rather straightforward, with a stream of water starting off the player and leading them in the right direction towards the wilting flower. Once the player gets a grasp on the movement controls for the liquid, the stream of water stops and breaks off into small puddles, allowing the player to jump puddle to puddle, with collectibles encouraging the movement. Towards the end of the string of puddles, a button on the ground emerges, teaching the player how to use the solid state to press the button. A hole in a patch of dirt will appear, allowing the player to walk in, where a small line of mesh prevents the player from ascending upwards toward the other exit of the hole. By transforming into the gas state, the player will have just enough time to float above the mesh and reach the exit. Upon emerging from the exit of the dirt pile, the player will jump into a few puddles and use the dash midair to reach the flower and help it regain it’s color.

 The second level will focus on traversing a giant ant hill. Various ants will attempt to charge towards the player as they have to jump and dash from puddle to puddle to dodge and attack the ants. Upon the ascent of the hill in a spiral setting, the player will find a small dip in the hill where it's impossible to cross without defeating the enemies below, encouraging the solid state transformation. Upon reaching the top, a light piece of cloth or fabric will attract the player towards it, with a small sign with a down arrow, signifying that the player can crush the obstacle via the solid form. Upon crushing down the hill, you fight a small horde of ants. After this, the player reaches the exit of the ant hill, and helps another wilting flower.

 The third and currently final level will go past the anthill, where the newly grown flower from the second level will allow a small stream of water to go around the ant hill, allowing the player to skip it entirely. Past the anthill, the player will jump from various plants such as flowers, blades of grass, and vegetation to reach a large sunflower, where the final area of the game will take place. Mesh surrounds the whole area similar to a jungle gym, where the player will use their gas state to float upward through the environment. Ladybugs will be crawling around each layer of mesh, giving the player an option to defeat them or carefully traverse them. At the end, a large flower wilts away, and lets the player finally complete their journey.

***Controls:***

 The game will feature a 3rd person camera, following the player as they move. The player has multidirectional movement, as well as control of the camera. The player also has access to a jump button, and an “action” button (used for attacking enemies), and a “transform” button, used for transforming when at the appropriate time.

***Water Transformation:***

The game will feature a 3rd person camera, following the player as they move. The player has multidirectional movement, as well as control of the camera. The player also has access to a jump button, and an “action” button (used for attacking enemies), and a “transform” button, used for transforming when at the appropriate time.