

Barrier Suit

This is a game that's somewhat like a room based metroidvania, where you acquire powerups in earlier areas to work in later levels. You go about the game gathering items like health increases and temporary obstacle immunities in order to traverse the various screens and levels the game provides.

The game is structured in a level select, where you can get a slight thumbnail type preview of each level before you select it, even if it only shows off one screen. Assuming we use multiple screens, but it might be better to just show a zoomed out version of the level sans the boss. From the level select screen the player will see what permanent upgrades they've unlocked near where the hud is normally placed during a level. Each level will be basically just obstacle-based 2D platforming with light puzzle elements thrown in. An exploration game, if you would, with metroidvania elements.

Each level will have a multitude of colored boxes that each give off an immunity to one type of obstacle, black boxes protect against spikes, white protects against lasers, fire red, etc. The final amount of boxes and thus obstacles will be decided based off of how hard it is to stuff them into a level itself. There's an exception to this, the final level won't have any boxes and the player must collect the appropriate permanent upgrades to survive it. To the point where the level will be labeled with "all immunities required" or something to that effect. Boss fights will be placed

at the end of every level with the permanent upgrades being the rewards for beating them. The player hurts them by just touching them with something other than their hazard and gains permanent immunity through this. Because of this, the game will get considerably easier as time goes on, until the final world with things thrown in that no immunities will save you from. This is simply a requirement of this genre and isn't exactly something that should be focused on too hard. In order to encourage exploration of previous levels, there'll be at least one health upgrade in each level you can only access with either careful puzzle solving or backtracking with an immunity. You technically don't have to have the immunities for most puzzles, but it makes things much faster. The Goal of this project is to get at least three upgrades as permanent, with more thrown in as bonus goals, and if I can manage that I might be able to manage an adjustable structure of the game itself. My problems that I can predict will be a lack of art skill, I'll need to find either free assets or use crude computer drawings for the sprites. If nothing else, I can make the player a triangle with colored stipes on it for each immunity it has, the boxes as powerups and the bosses drop balls that make them permanent. Health upgrades can simply be hearts or stars. Either way, if the base game and level creator works out well enough, I can try to expand in scope to the full extent I suggested earlier, as I know that by myself such goals are probably going to be rather difficult to reach for now. Just having four levels alone should be enough to start out, but hopefully I don't keep the structures so rigid that they make it impossible to edit the levels with each new added obstacle.