

Goals

Make a platformer in Godot for the portfolio

Show LD skills - overall layout, connections between locations, gameplay ideas and implementation, light narrative and puzzles

Short game- 5-10 min

Theme: Fantasy knight gathering ingredients for a dish, adventure across locations

Elements

4 locations: Mountains, Desert, Caverns. Plains for a chill ending

Many ingredients, located across the map

Moving platforms (move back and forth)

Non-lethal mobs: 2 types of Slimes (jump on (Green) and fall off (Purple))

Sequence

Level starts with the player falling off a cliff and reading intro quote of the Knight (player character)

Player explores Mountains reading movement guidelines, learning player inputs, ingredients collection and moving platforms

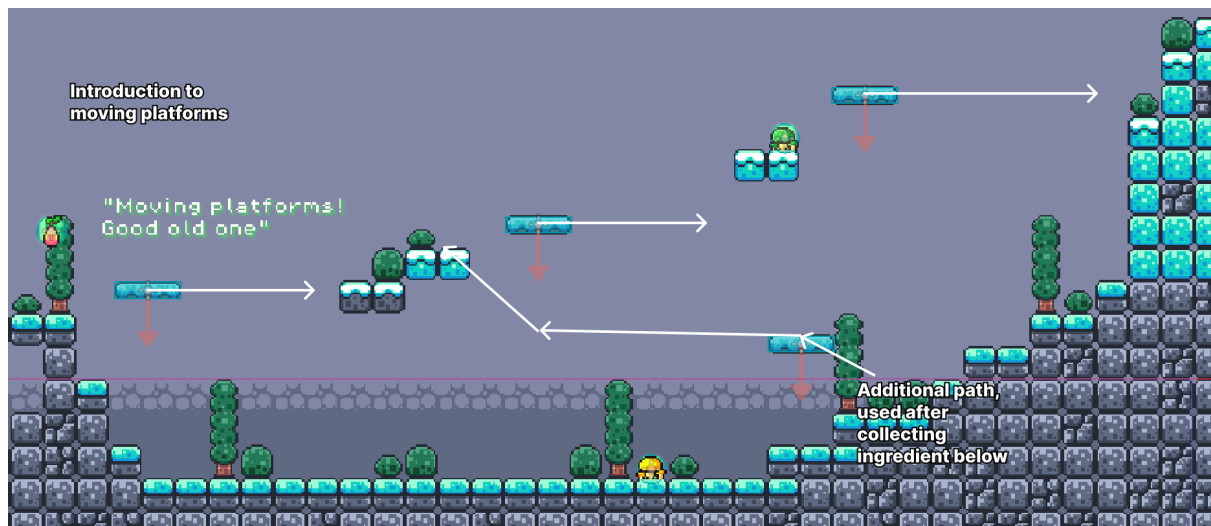
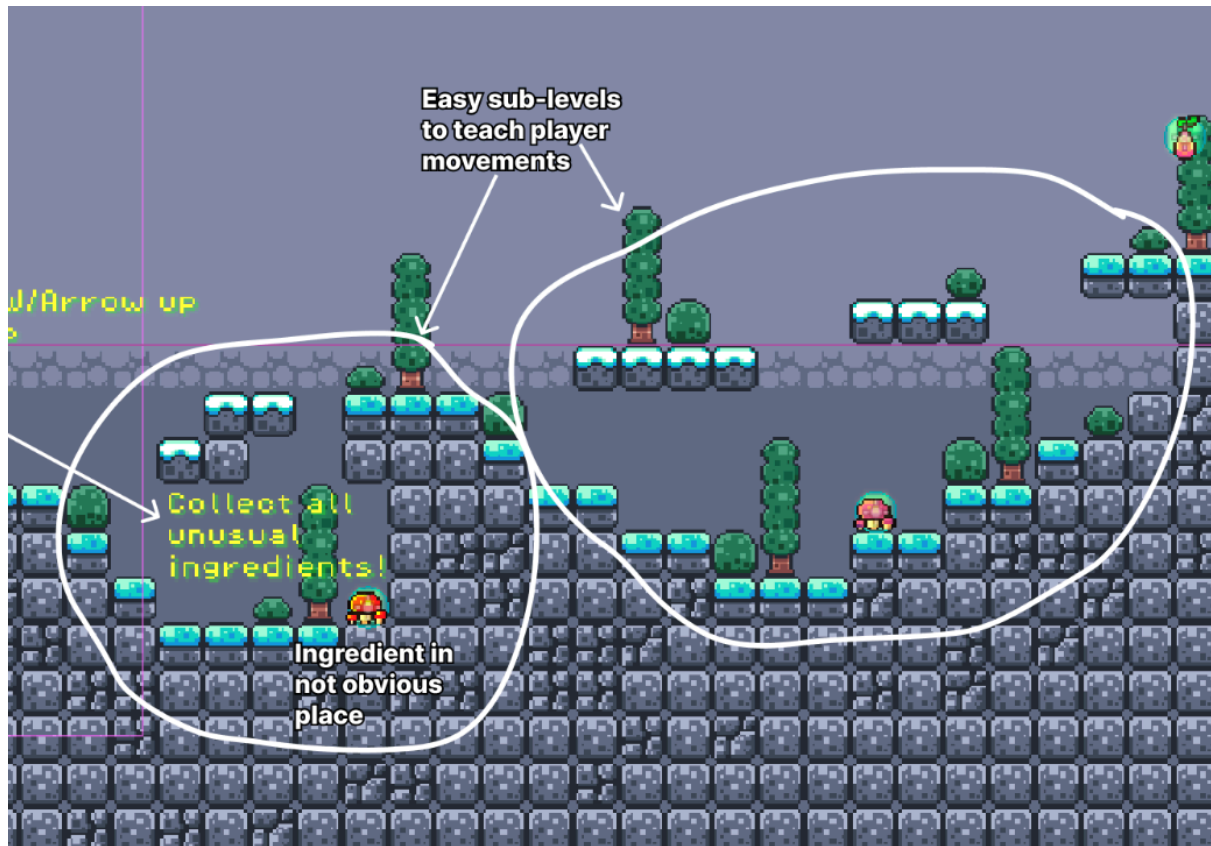
Player explores Desert and learns to jump on Green Slimes

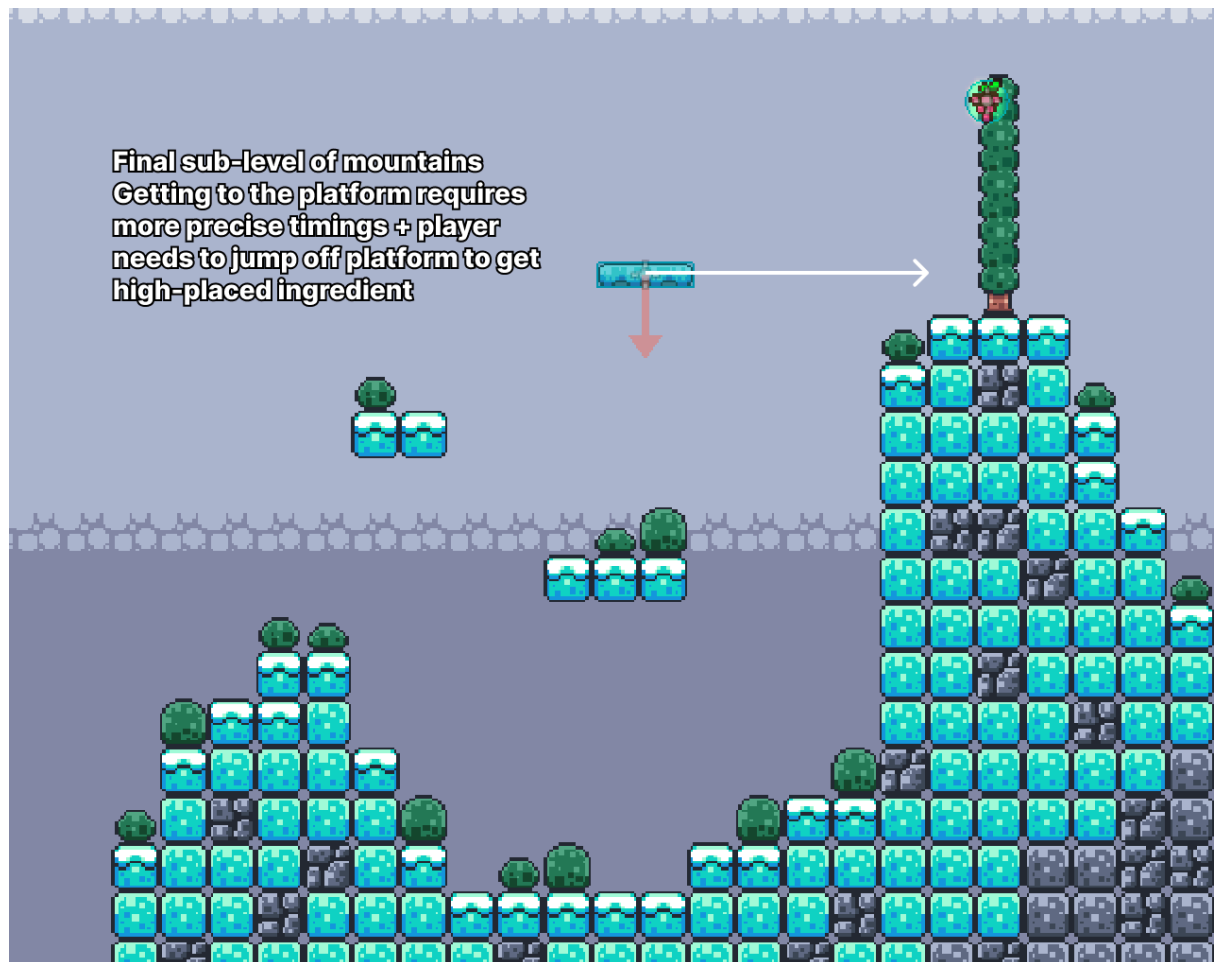
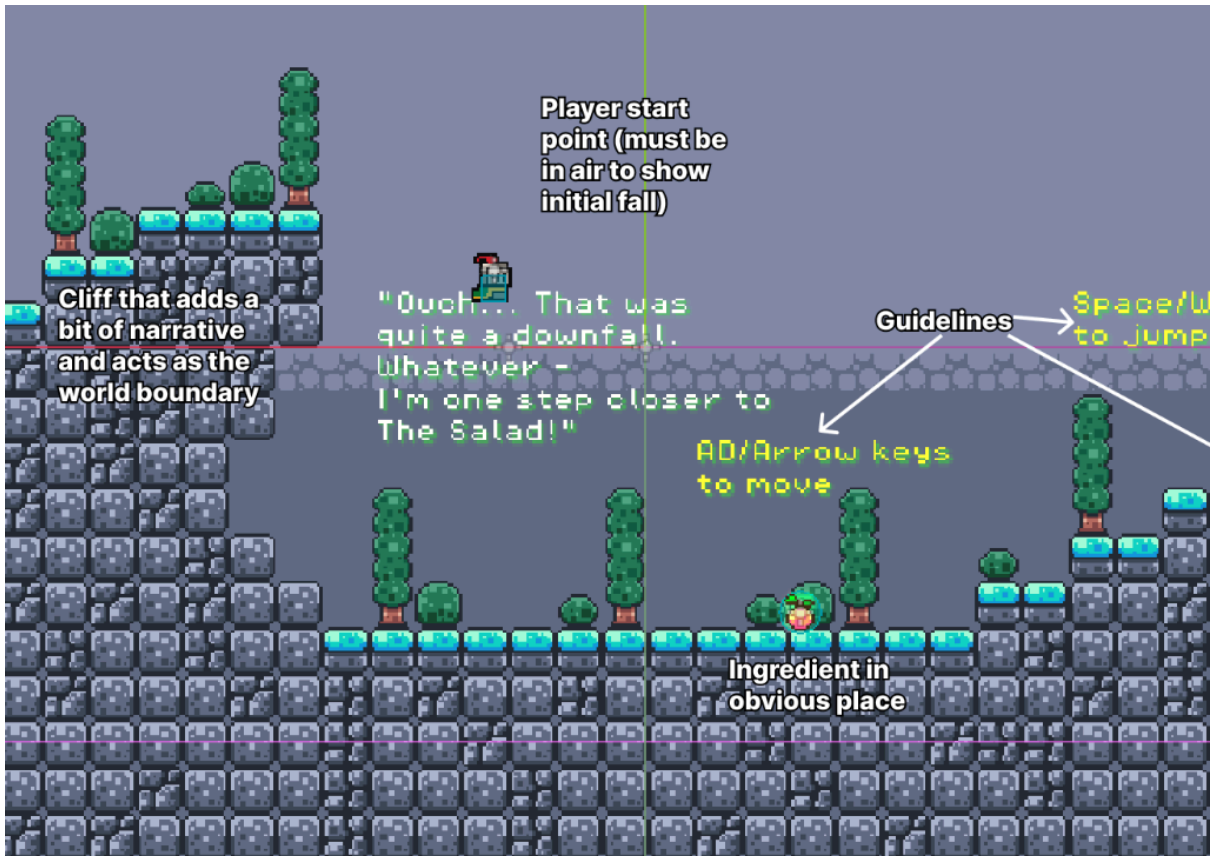
Player explores Caverns and learns to evade and use Purple Slimes

Game ends with player going getting out of Caverns to Plains and getting to the ending scene (ending scene will be locked until collection of all the ingredients)

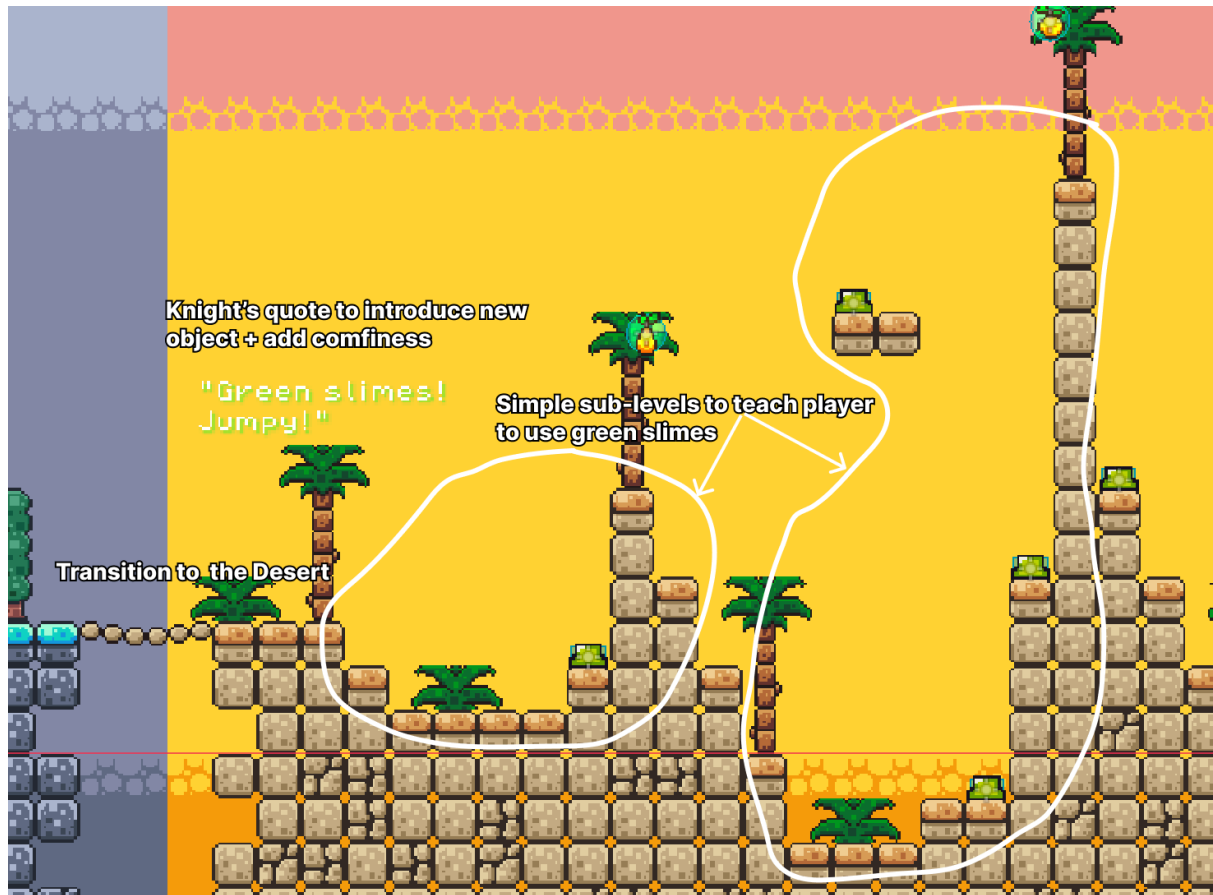
Locations

Mountains





Desert



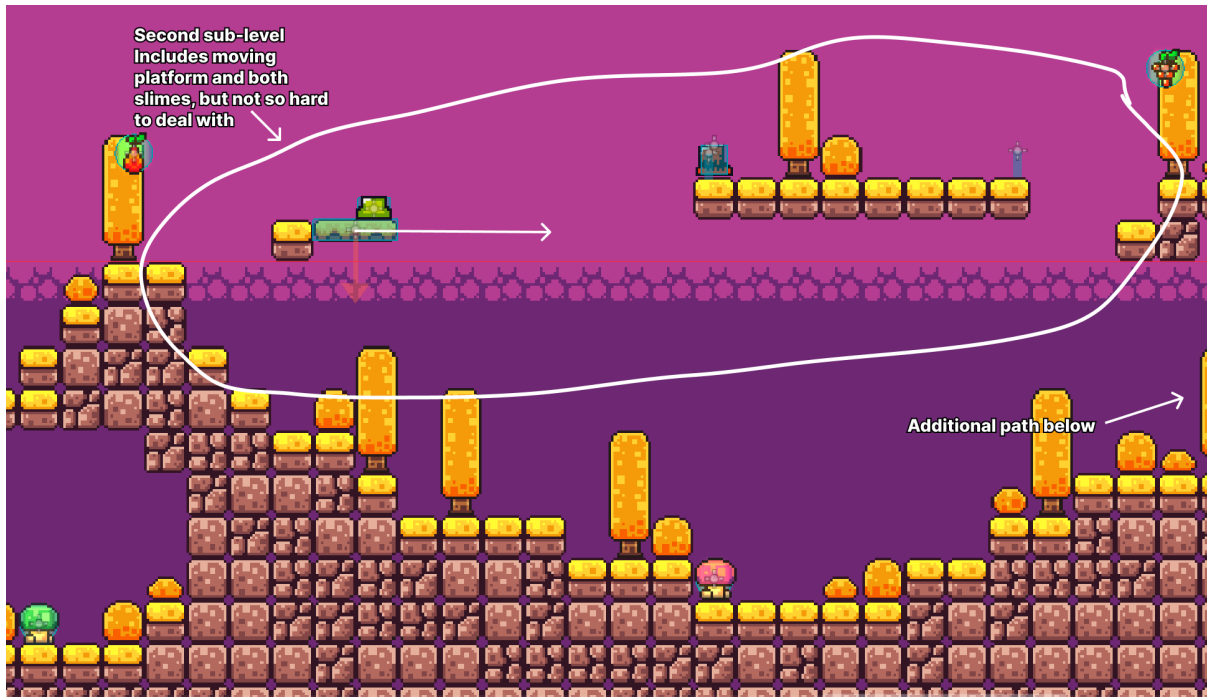
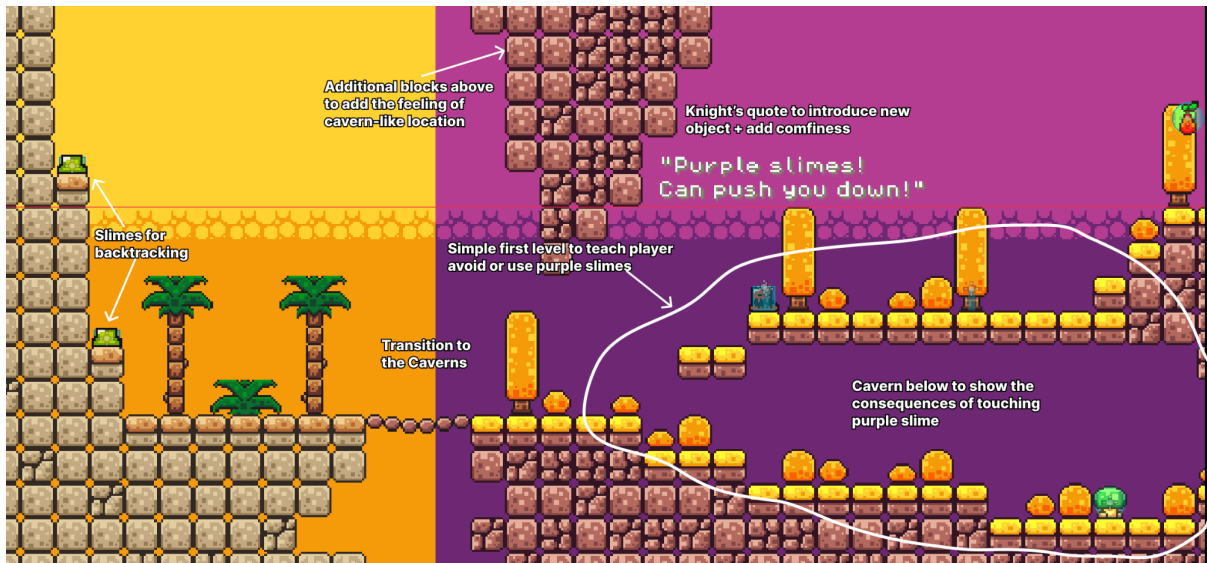


Final sub-level of desert
Slimes are combined with moving
platforms and require more
precise jump timing

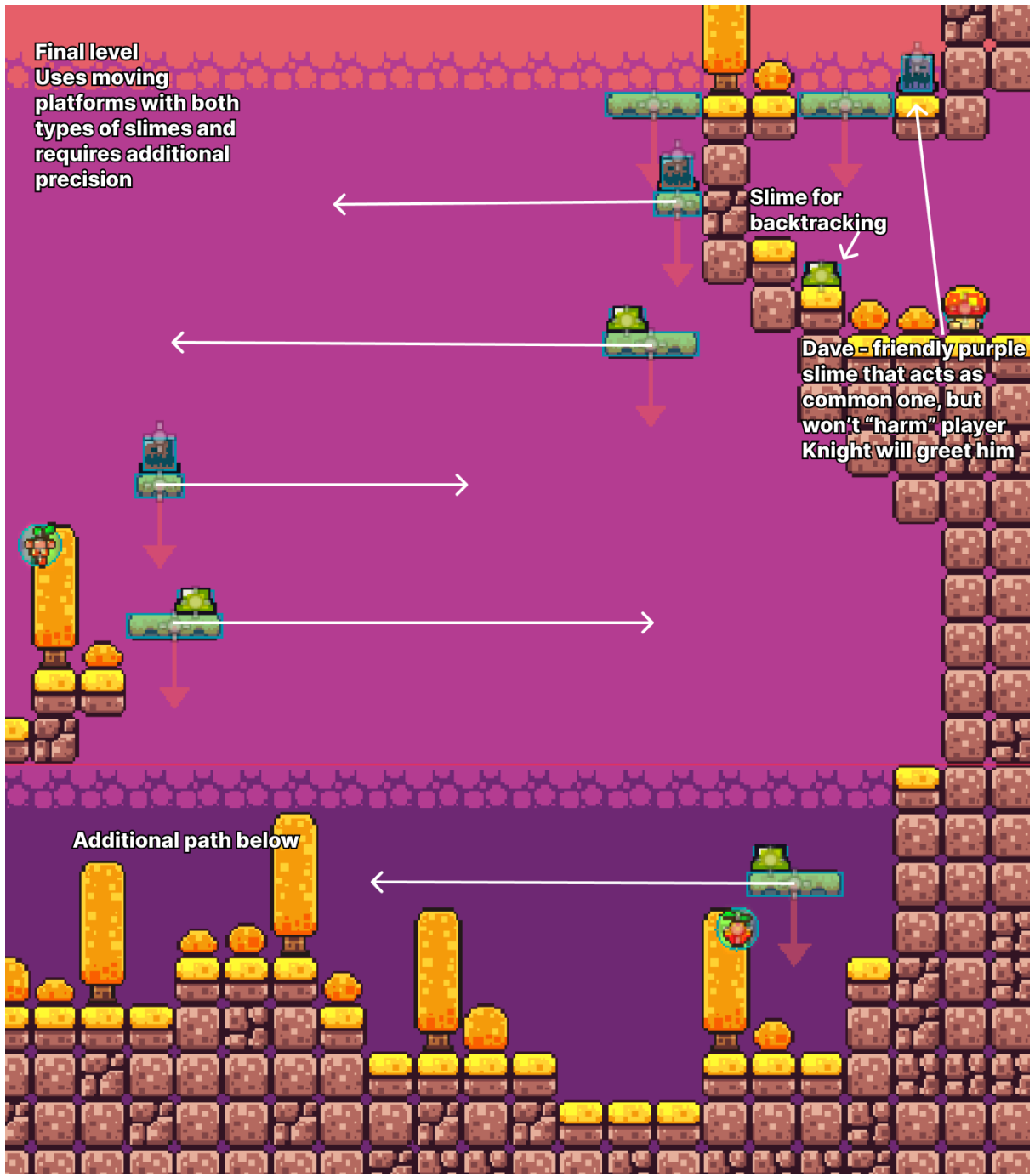
Slime for
backtracking

Slime for
backtracking

Caverns



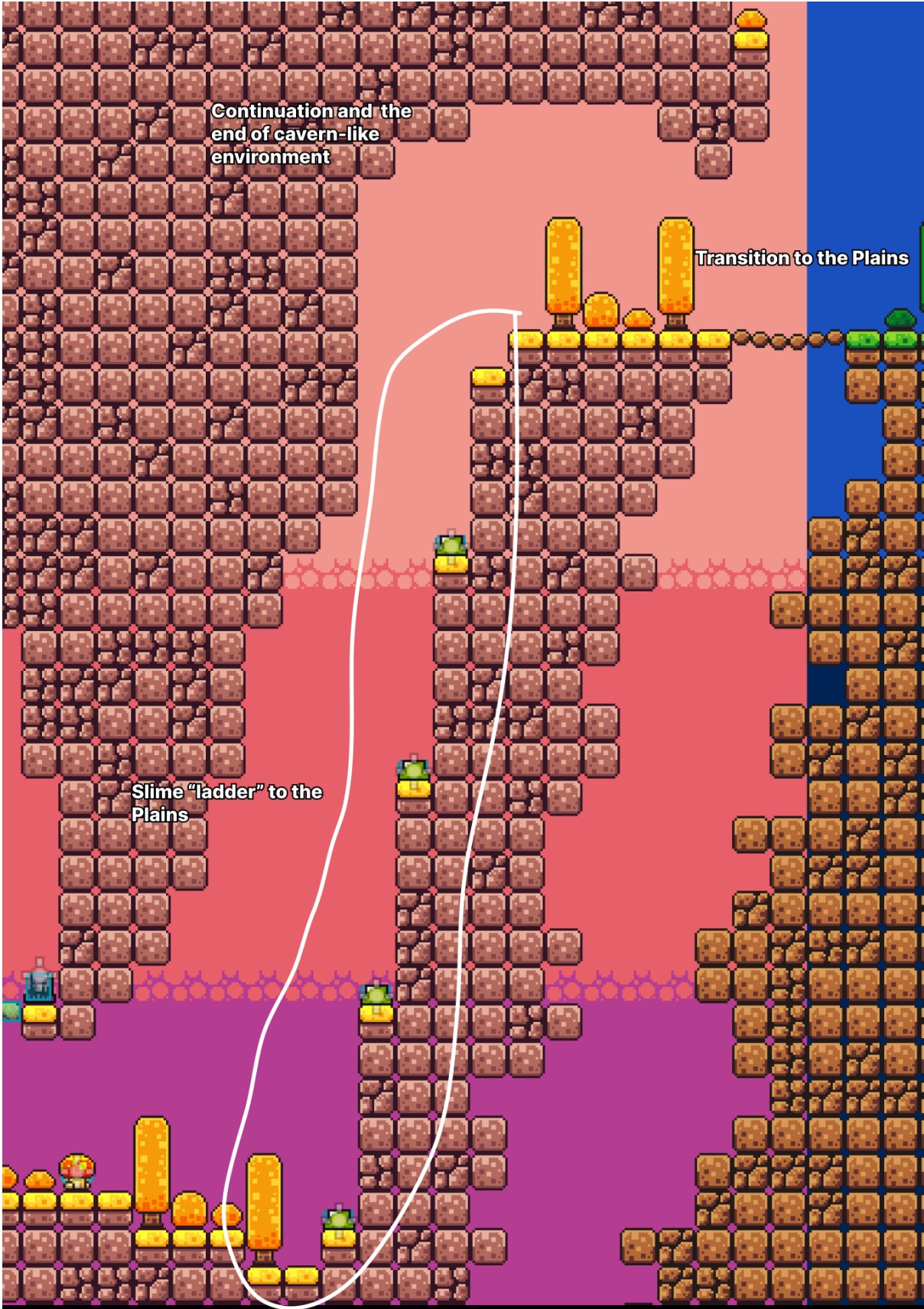
Final level
Uses moving
platforms with both
types of slimes and
requires additional
precision



Slime for
backtracking

Dave-friendly purple
slime that acts as
common one, but
won't "harm" player
Knight will greet him

Additional path below



Continuation and the end of cavern-like environment

Transition to the Plains

Slime "ladder" to the Plains

Plains

