

Colorless

Prepared by: Evan Schipellite

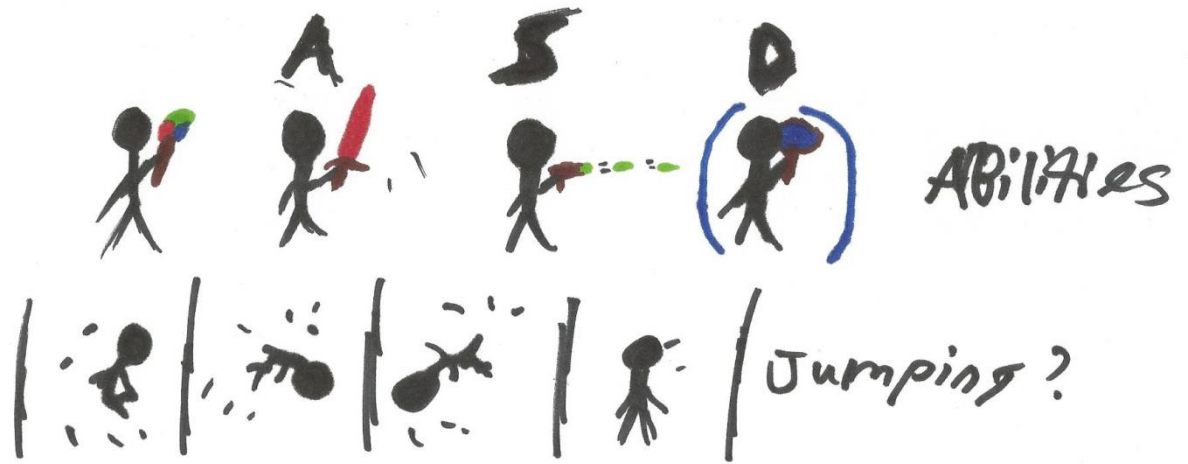
Story: You are a character on a storyboard narrative, or at least you were. Now that the narrative has been scrapped, the world that you dwell in is quickly crumbling into chaos. It's a strange world, one where uncolored designs and lightly sketched structures populate the landscape, representing the many ideas, characters, events, and scenes that the designers had before the development of the story was canceled. Everything exists in black and white, and although many of the settings remain intact, various pieces of the narrative have undergone mutations that have made them potentially harmful or at least a nuisance in your path to freedom. Even though you are just another simply drawn stick figure, you are lucky. One of the designers has left you with a gift, a hope that even though the rest of your storyboard world is falling apart, perhaps your character will be able to rise above the rest of the trashed ideas, escape the narrative, and eventually be able to be used in another story. You have been given a paintbrush, the only source of color in this black and white world that is becoming distorted, and with this paintbrush you must flee through the various scenes, overcome the mutated enemies, and prove yourself as a worthy character concept and design idea by transcending the chaos of the canceled narrative.

Outline: The player controls a black stick figure, one who is distinguished by the Red, Green, and Blue paintbrush that he wields. The gameplay may consist of several levels, with a current goal of 3 locations that may have sub-environments existing within. The player's goal is to successfully arrive at the end of each of level by using the abilities of the paintbrush for combat and puzzle-solving. The environments within the level will be black and white and possibly broken down into different sections that represent individual scenarios on a storyboard. For instance, if one of the tossed storyboard ideas incorporated soldiers fighting in World War II, the player would be navigating their stick figure through a slightly twisted level that represents the trenches, machinery, and characters that may be incorporated in that scene. If one part of a level was supposed to represent a snapshot from a storyboard representing a police car chase in a movie, the player would be navigating by jumping on cars and buildings to reach the end of the level. So, a single level could transition through brief background settings from various scenes, all of which would test the player's abilities to survive against enemies and avoid traps found in the process of jumping between platforms.

Gameplay:

- Arrow Keys will move the player.
 - The player can jump with 'UP', but gravity will have an effect.
 - 'Down' may cause the player to squat, but this may not be incorporated.
- The goal of each level is essentially to reach the end, represented by a page flip or door.
 - Various things may impede the player.
 - Enemies may block/target/chase the player.
 - Objectives within a level, each level may have a unique goal.
 - Complete the scene
 - EX: Slay the dragon in a movie scene ('Boss' fight).
 - EX: Defeat all zombies in a scene (Small level, destroy all enemies).
 - EX: Chase scene (Timed platforming to reach goal/Avoid Enemies).
 - EX: Running over buildings (Basic platforming).
- 'SPACEBAR' will activate one of three abilities.
 - These can be chosen by using 'A', 'S', 'D'. (Possible to adjust during testing).

- Red/A: Melee Weapon, Paintbrush sword.
 - Harms enemies, clears some obstacles.
- Green/S: Projectile, Paintbrush blaster.
 - Harms enemies at a distance, activates switches.
- Blue/D: Shield, Paintbrush bubble.
 - Prevents all damage for a moment.
 - Has a recharge time, indicated by a bar or percentage.
- The player has a health bar that is represented by a mix of colors, becoming black at they lose health.
- Dying causes a level restart, health regain may be in the form of a ball of mixed colors. (Red, Green, Blue).



Enemy concepts

Incomplete characters/Mixed Concepts

