

Elemo

2D Puzzle Platformer Utilizing 3 Elements



Overview:

Creator: Diamonick Dunn

Genre: Puzzle Platformer

No. of Players: 1

Platform(s): Windows

Resolution: 960 x 540

Controller Support: Keyboard, XBOX One controller

Software(s) Used: Unity, Adobe Photoshop, Audacity

About the Game:

Elemo is a 2D puzzle platformer where the player controls a character named “Elemo” and use the element (Fire, Water, or Electric) you’re given to overcome obstacles. Here’s the catch: you cannot jump in this game. However, with the elements, you can find ways to traverse through the level. For example, if you’re Fire Elemo, you can breathe fire on unlit campfires and use them to launch yourself to higher areas. I wanted to challenge myself by limiting a core element of a typical platformer and creating unique level design around said limitation. The levels are designed to be easy to play.

The goal is to collect the City Coin at the end of each level. Once you complete all 9 levels, the game records your time and posts your best time. The best time is not saved once you quit the game application.

Controls:

- **XBOX One controller**
 - Left analog - Move
 - A - Use ability
 - Start - Change resolution (windowed or fullscreen)
 - Back - Quit game
- **Keyboard**
 - WASD - Move
 - Spacebar - Use ability
 - Right Shift - Change resolution (windowed or fullscreen)
 - Esc - Quit game

Elements:



Fire Elemo



Water Elemo



Electric Elemo

- **Fire**
 - Burn wooden boxes
 - Launch upwards from campfires
- **Water**
 - Transform into a droplet to travel through small areas
 - Travel through pipes
 - As a droplet, you can't activate switches
- **Electric**
 - Dash across gaps on ground or midair (Until you land, you can dash once)
 - Break boxes

Levels:

There are a total of 9 levels (3 for each element). Levels 8 & 9 are the only levels to have bottomless pits. There are no lives, so if you die, you restart the level with a few seconds lost. No harsh penalties.

1. Play With Fire
2. Launch Fire
3. Fire Hopping
4. Slip N' Drip
5. Pipe In & Out
6. Switch On
7. Zaps & Gaps
8. Danger Zone
9. Box Colliders

Credit:

Music:

- **Tokyo Mirage Sessions #FE**
Name: Uptown
Composer(s): Yoshiaki Fujisawa
Developer(s): Atlus
Publisher: Nintendo
Source: <https://www.youtube.com/watch?v=eyi6hw4FMcM&t=112s>
- **Picross DS**
Name: Multiplayer
Composer(s): Nobuhiro Ōuchi, Masashi Sugiyama, Ayako Yamaguchi
Developer(s): Jupiter
Publisher: Nintendo
Source: https://www.youtube.com/watch?v=No_Wzh4eP6k&t=7s
- **Mario Kart Arcade GP 2**
Name: Yoshi Cup
Composer(s): N/A
Developer(s): Bandai Namco Entertainment
Publisher: Nintendo

Source: https://www.youtube.com/watch?v=wa_tScGdiXs

Sound Effects:

All sounds effects were ripped from The Sounds Resource.

Link: <https://www.sounds-resource.com/>

These are the games I ripped sounds from:

- Fast Racing RMX
- Sonic Generations
- Super Mario Bros.
- Super Monkey Ball: Banana Blitz
- Super Smash Bros. Ultimate

Screenshots:





