CSC 4263: Video Game Design
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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
- o A Use ability
- Start Change resolution (windowed or fullscreen)
- o 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:

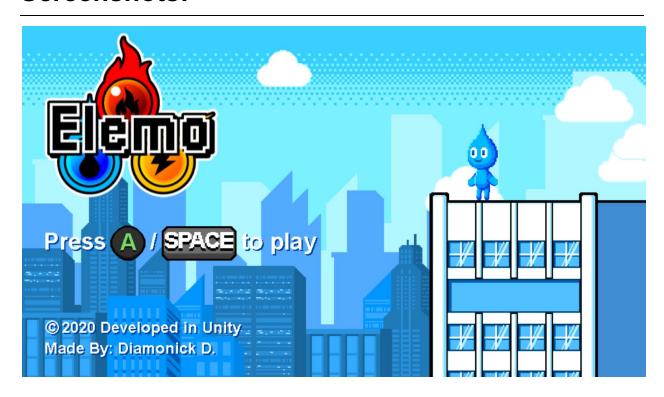
All sounds effects were ripped from The Sounds Resource.

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:







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