

Project Description (the hook)

This is a top down 2D puzzle game, where you guide a Duck and it's Ducklings through single screen puzzles swapping control between the Duck and Ducklings to solve puzzles and progress to the next screen.

Gameplay

Goals

- o Long term goal: guide the Duck and it's Ducklings back home as they grow up
- o Short term goal: Complete puzzles in each "room" through creative means to progress

User Skills

- o 8 direction movement for Duck and Ducklings
- o Control the Duck with the Ducklings following or control the Duck or Ducklings separate from each other
- o Puzzle solving

Game Mechanics

Each level is a "room" with a starting point for either the Duck and Ducklings or separate starting points for each

In each room there is either one or more exits that either one or both Duck and Ducklings have to reach to complete the room and progress.

The room forms the main puzzle area with an obvious solution to overcome in most cases (in some rooms there may be more than one potential solution).

The Duck/Duckling are controlled based on directional input (arrow keys or WASD for North, West, South and East respectively)

At any point the player can switch between the following states of control

- o Controlling the Duck (with Ducklings following)
- o Controlling just the Duck (without Ducklings following)
- o Controlling just the Ducklings (without the Duck following)
- o Controlling individual Ducklings

The Duck/Ducklings can activate a switch or multiple switches (by standing on them), this will affect a corresponding gate or gates, the switches can be used as follows

- o If there is only a single switch in the room then the switch can be activated once and will stay activated
- o If there are multiple switches in the room then the switches can each be activated once and will stay activated
- o If there are multiple switches in the room then the switches can each be activated multiple times but they will not stay activated unless all switches in the room are activated at the same time

The gate can be activated by the switches as follows

- o All switches in the room must be in an active state to open the gate
- o One specific switch must be in an active state to open a specific gate
- o One specific switch must be in an inactive state to open a specific gate

The Duck/Ducklings can pick up a key which is used to unlock a door or interact with a switch, the behaviours are as follows

- o One specific key can unlock one specific door
- o One specific key can unlock any door

- Any key can unlock any door
- One key can be used to activate a switch

The Duck/Ducklings can push/pull blocks which behave as follows

- Can activate a switch
- Can be moved away to open up the level to more areas that the Duck and Ducklings can enter

Winning

Complete level with all Ducklings and Duck in the exit zone

Complete level with at least the Duck in the exit zone

Complete level with at least the Ducklings in the exit zone

Losing

Player is not able to complete the puzzle/room and must restart the level.

Story

The Duck and it's Ducklings need to find a way to to get back to their home. This may take some time, the Ducklings will learn to survive out in the wild and grow up in the process.

Art Style

- Pixel art with flat colours (example images in [Trello card](#))

Music and Sounds

- Calming/soothing and low intensity

Technical Description

- Web based
- Godot Engine build
- Trello for Project Management
- Discord for Communication
- Git/GitHub for Version Tracking
- GitLab for CI/CD
- Audacity for Audio