

GDD

Prime Time (Vertical Slice)

3C

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3C (Camera + Character)



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Third Person Back Camera

Character in the center + Follow Player Character

Zoom-in / Zoom-out to avoid obstacles

Fixed camera at specific locations (cf : Wall Jump / Show something)

Camera lag ? (Imo no but needs testing)

3C (Camera)

Require Testing + UE screenshot

3C (Control)

- Forward / Down / Left / Right
- Jump / Double Jump -> Climb at the border of a platform
- Dash / Air Dash -> No jump cancel but small jump if jump during dash ? (-> Need to test it out)
- Camera default position
- Attack ? (Need to test ideas / ways of attacking)
- Pause Menu

Zaaaap-Up !

Prime Time (Vertical Slice)

Zaaaap-Up !

- Temporary power-up (cf : Rayman 3)
- Placed at specific locations -> Character Needs to walk over it
- Changes Specific aspects of Gameplay (Movements / Physics)
- Can also gives access to interactions with level elements (Hooks)
- Can only have one active at a time but can create complex platform sections requiring to using multiples at different times

Roller

- Changes movement -> Progressive Speed is bad imo ? (Needs testing) -> Small movement speed boost is probably better
- Allow the character to Wall Ride by jumping on walls (Specific Wall OR Every Wall ?) -> Imo, Every Wall is funnier and feels better but Specific Wall gives more control for LD
- Allow the character to slide (going fast) on Thin Rope / Metal Bar
- Bonus : Different animations while jumping / Dashing for a more fun and stylish experience

Archery (Bow)

- Adds a crosshair to UI
- Can shoot arrows by holding the attack button then releasing it -> While holding time stops but can only Hold for a certain amount of time !
- Allow the character to shoot specific level elements (ex : Targets Buttons) to activate another level element (ex : Platform)
- Can shoot and kill enemies

Wingsuit

- Makes the Player Glide instead of falling (cf : Spyro)
- Allow the character to reach inaccessible platforms without it
- Allow the player to jump once but it cancels the wingsuit
- Can interact with specific level elements ? (Speed Circles ?)