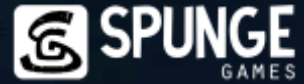


SUPER FREE PLAY



GAME DOC (SUMMARY)

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GAME OVERVIEW

- A fun co-op platformer, similar to classic Sonic and Mario!
A love letter to the 8/16 bit era of gaming
- 2.5D (3D assets on a 2D plane)
- Various power-ups and upgrades to collect!
- A massive main hub area to explore, full of secrets!
- Portals to other worlds. These will each have a set of unique mini-games, which is influenced by a classic game from the 8/16 bit era of gaming!
- Epic Boss Battles!



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DESIGN PILLARS

- The game offers a level-based 2.5D platformer experience that is accessible to younger players, with additional optional challenges for those more experienced.
- It supports optional co-op play with a friend or parent, while featuring mildly competitive in-level mini-games.
- The main hub is fun to explore and engage with, as players don't experience unnecessary grinding.
- Boss encounters provide unique gameplay experiences based on classic retro video game mechanics, each with a co-op option.

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ART STYLE

- 3D Assets built upon a 2D plane
- All platforms built using modular tile pieces
- Everything textured using a custom cel-shading solution, to match as closely to the cartoon as possible
- Foreground / background assets can be 2D planes using parallax



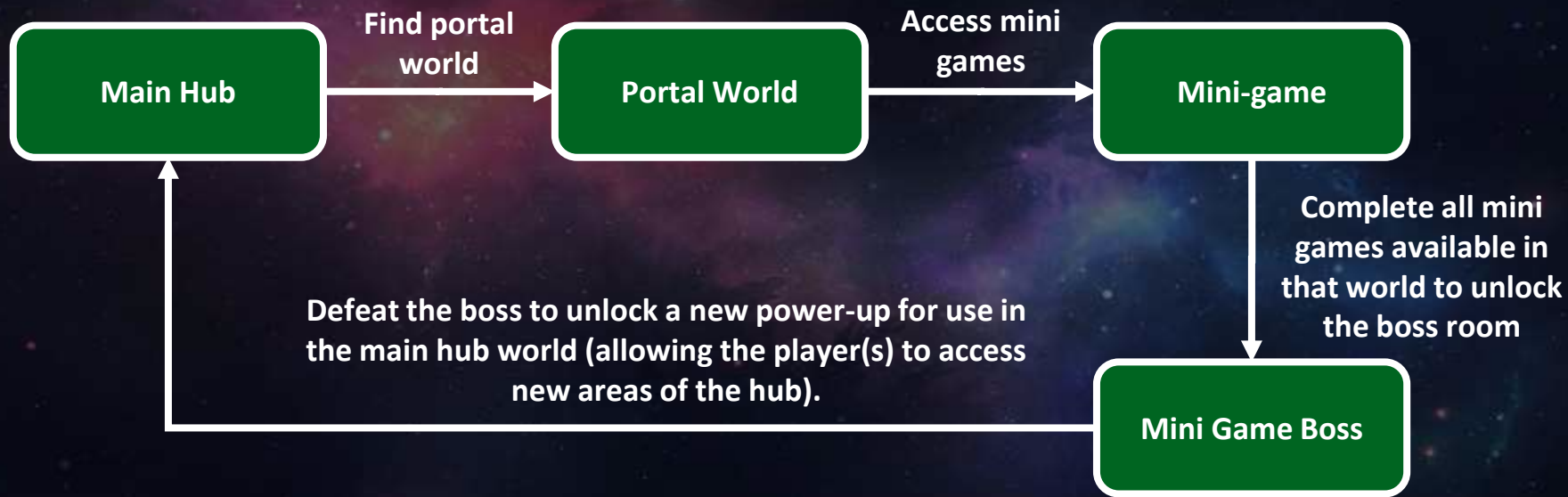
An example of a 2.5d Platformer



An example of a Cel Shading

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HIGH LEVEL LOOP



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WORLD OVERVIEW - MAIN HUB

- Main Hub is the central location in the cartoon world, whether it's the fast food place they work at (the Greasy T!), the area where they live, or even a space station!
- The Main Hub will be the base to access all the other worlds, various NPC's, shops, arcades etc.
- As the player unlocks new power-ups, they will find new areas of the Main Hub are now accessible. These could lead to various new world portals to explore, secrets or new challenges!



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WORLD OVERVIEW - PORTALS

- The world themes can be as weird and wacky as we want them to be!
- Each portal would have a unique power-up locked to that zone.
- Each of the worlds would have a set of mini-games portals for the player(s) to complete (between 3-5).
- Once the player completes the set of mini-games, they get access to the boss battle.
- Completing the boss battle unlocks the new power-up for use in the Main Hub world!



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MINI GAMES

- The mini games ideas are built from a choice of classic era of games, with a variety of genres / subtypes to choose from
- Will offer a 1 player / 2 player mode
- Each of the mini games will have 3-5 variations, increasing in challenges as they go on
- Completing each of the mini games in that world opens access to that worlds boss, which is a supercharged version of that worlds mini-game!



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BOSSSES

- Bosses are based off the mini-game in the world zone (think Diddy Kong Racing)
- The boss loop would be based on 3 key ideas of a boss fight (the style chose just depends on what suits the mini game style):
 - Mario: 3 phase boss, gets harder as you go
 - Sonic: Hit the boss in between attack phases
 - Star Fox: Destroy the boss piece by piece
- Defeating the boss unlocks the zones power-up to be used in the Main Hub!



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POWER-UPS

- Power-ups are what players will need to advance to new areas in the Main Hub.
- The players are given a tutorial on how to use the power-up in the world they first use them in.
- Double Jump, teleport, dash, rebound, time freeze, wall climb, ground smash etc. Lots to choose from!
- These would vary in use, allowing a lot of unique combinations for avoidance / traversal.

