



Brush Princess

By Team Brush



Game Description

A trick-chaining platformer game about a princess tasked with painting her destroyed kingdom back into existence.

Music, characters, levels, and art are inspired from chinese watercolor paintings and mythology.

Our goal is to create a small game with a lot of replay value and a sell a fantasy of skill and elegance.



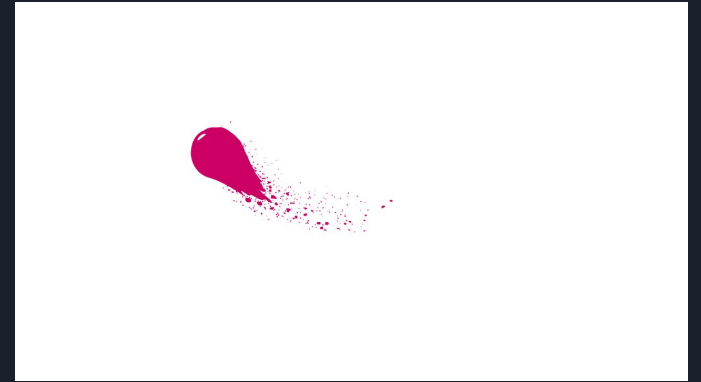
Pillars

Mechanics:

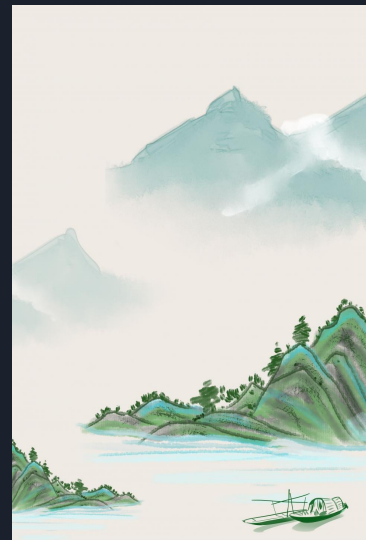
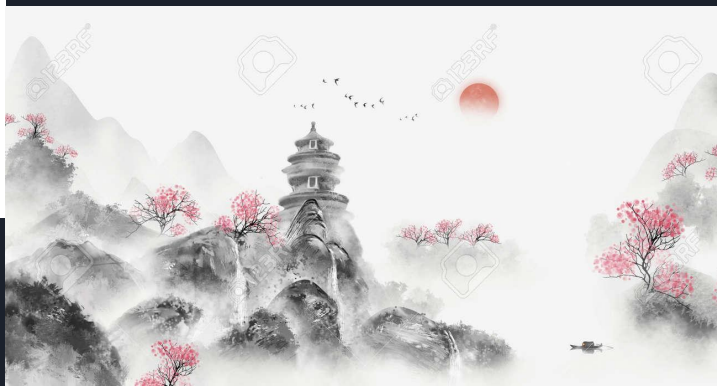
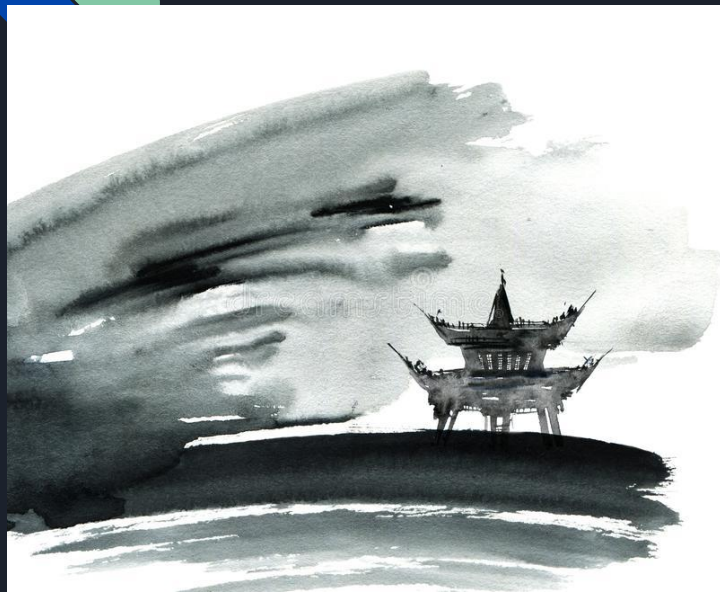
- Maintaining the momentum will be key
- Performing tricks to paint more of the level and earn more points

Dynamics:

- The player controls the character pushing off of each “foot”
- Inputting tricks will require precise and quick inputs to complete without crashing



Art Direction



Aesthetics







Hooks

Inspirations:

- Traditional Chinese Art
- Skateboard/Snowboard tricks Games

What makes us unique:

- Movements are similar to ice skating
- Tricks are used to paint the world
 - Zen approach, calm the player instead of hyping up
 - Splash of colors and musical queues instead of “GREAT” or loud noises

Moment-to-Moment Gameplay

- Maintaining momentum
- Searching for trick opportunities
- Finding ways to paint the level



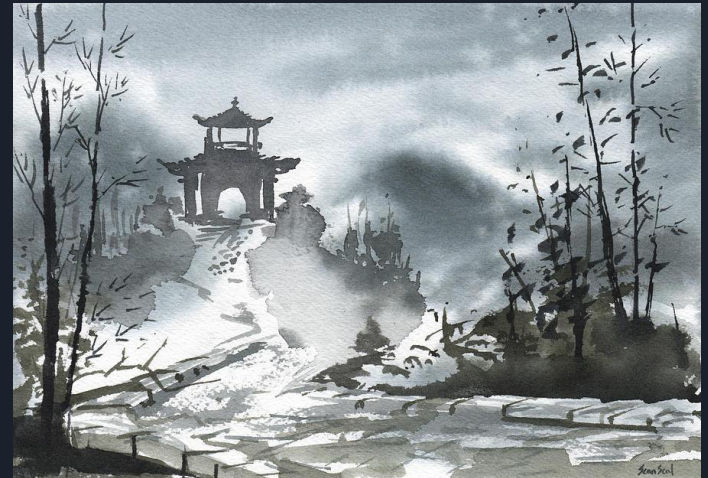
Market

Audience:

- People who enjoy score based games akin to Tony Hawk and SSX Tricky
- People who enjoy a game with a Zen atmosphere and feeling

Marketing:

- Posting the game on itch.io
- Making a Trailer and posting it on Youtube
- (Possibly) posting the game on Steam



Anticipated Technology

Unity

- Assets
 - Rewired
 - Playmaker
 - Cinemachine
- Universal Render Pipeline

Github

Trello / Google Drive

- AGILE





Thanks for
Watching