The Design of

# THE FIRE RISES

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# OVERVIEW

*Nothing quells the eternal fire, and it never stops rising. Your goal is not be consumed by it.*

## KEY FEATURES

Arcade Platformer

The Fire Rises is a simple game, designed for quick engagement whenever you wonder what do with those 5-10 minutes to spare.

Snappy Platforming

The Fire is unrelenting and never ceases it rise. To combat this, the player is equipped with snappy movement to manoeuvre over obstacles and enemies.

Pixel Art

The game is adopts the pixel art style's charm and juxtaposes it with the stress of avoiding death by flames.

## TECHNICAL SPECS

Technical Form

2D pixel. Arcade Platformer with level progression.

View

The player views the game like any side-scrolling platformer except, the player platformers upwards.
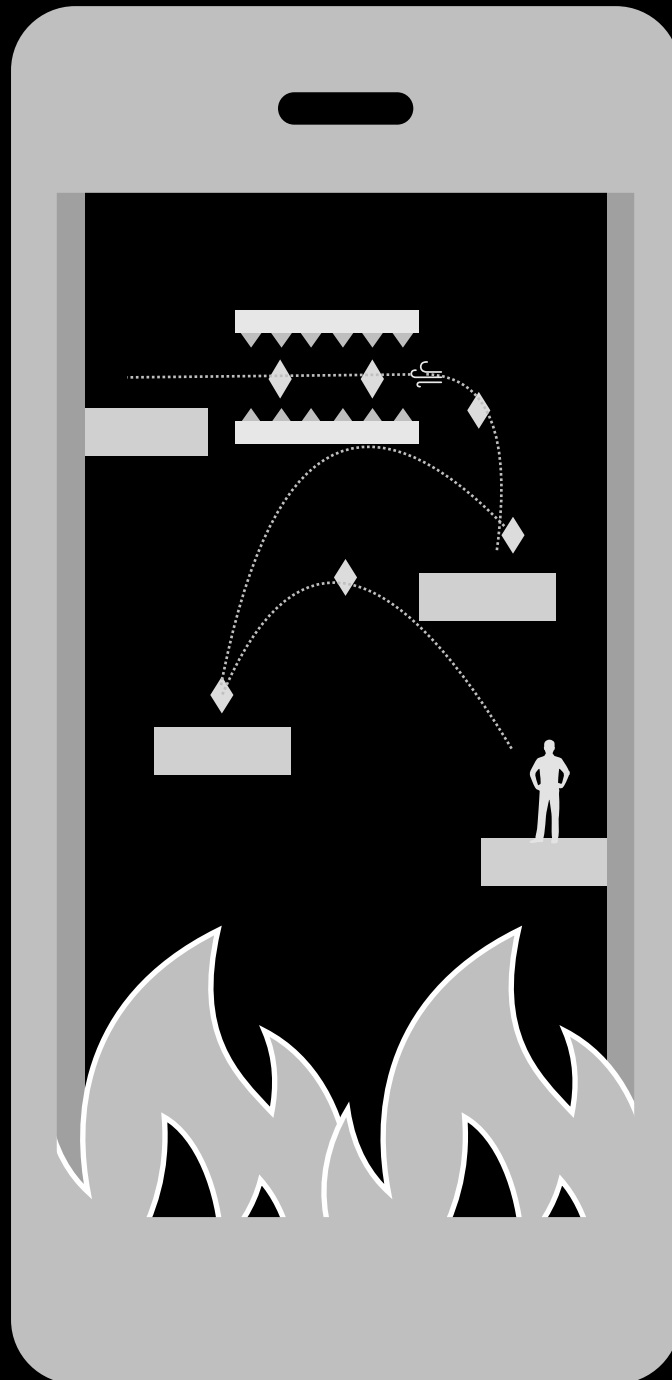
Platform

Steam, iOS, Mac, Android.

Language

C#

Device

PC, Laptop, Mobile.

# GAMEPLAY

MockUp (Horizontal Slice)

# Mechanics

## Avoiding Flames

The player platforms upwards to avoid the Fire.

To platform the player can:
- Move left or right— as well as mid-air.
- Dash (left or right)
  - Gravity is suspended while dashing.
  - The player can only dash once while in mid-air, they must wait before touching a platform or float crystal before they can dash again.
- Stomp— the player moves downwards at high speed.
  - Stomping an enemy, gives the player a significant burst of upwards velocity.
  - The downwards movement doesn't stop unless the player touches a platform, float crystal or stomps an enemy.
- Float Crystals—touching them replenishes dash and adds moderate upward velocity.

## The One Ounce of Combat

The only thing resembling combat is killing enemies. In order to do so, the player should be positioned directly above enemies and input "Stomp". This will make the player dart downwards and if they hit the enemy's head, they will obliterate it and gain a significant boost to upwards velocity. In other words, killing enemies by stomping them shoots the player upwards.

## How scoring works

For each level, the player can collect crystals. These crystals are calculated at the end of the level for 'Brilliance'. Brilliance is just a name sake, it won't have any bearing on subsequent gameplay. It is simply a measure for how meticulously the player completes a level. Brilliance is calculated as a percentage.

# Level Design

Gameplay progression is broken down into stages and levels. Stages will indicate how far up the player moves to avoid the flames. For instance, the first stage begins from ground level the peak of the tallest structures built by humans. The second stage will cover the peak of the aforementioned structures to the edges of the atmosphere and so on. Each stage has multiple levels and each level has a specific start and end point. To sum it up, the player must reach the finish line for each level to complete it.

## Elements of Levels

1. Platforms

- Safe objects for the player to rest on.
- Landing on them replenishes dash.
- Come in various sizes (narrow to wide)

2. Edge walls
    - The walls on the edge of the screen.
    - The player can grab on to these walls of they make contact with it mid-air.
    - DOES NOT replenish dash.
    - While grabbed onto, player gradually slides down.

3. Enemies
    - Made from the embers of the Fire, there are two types of enemies:
    (1) Static — these types just move along a predetermined path.
    (2) Dynamic — stay in place until it takes notice a target (the player). Once it spots it's target, it begins following.
    - Making contact with enemies of any kind instantly kills the player.

4. Spiked obstacles
    - Like its name, this serves to limit the player's approach and give a platforming challenge to reach higher in levels. Making contact with it yields death.

5. Float Crystals
    - These crystals are littered around the level. Making contact with them, gives a slight boost to upward velocity.

6. The Fire
    - The great and hellish fire that gradually rises from the bottom of the game's screen. Its speed is constant throughout a level unless it engulfs enemies.

7. Stage Specific Backgrounds
    - The stages:
    (1) Sky scrappers
    (2) The Sky
    (3) Space— immediately outside the earth's atmosphere
    - Beyond Space, the Fire causes Earth to collapse into a black hole
    (4) Outer Space