

MONETA

Game Concept Document

IM-110B

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HIGH CONCEPT

Moneta, Named After the Roman Goddess of Memory, is a Game Where A Fox Travels Through a Forest and Recollects Memories of Her Past Life.

SUMMARY

Players will move through a 2D side-scrolling world while solving world-based puzzles in order to move forward and access new areas of the level. Puzzles will be solved by jumping up to higher platforms, barking in order to break objects, dashing in order to cross small holes, and pushing blocks to fill bigger holes.



Random enemies will spawn that can be defeated by jumping on them or barking at them. There are two types of enemies, Snails and Gophers. Snails have a protective shell that will continue to move after you jump/bark at them once, meaning you will have to hit them twice. Snails have a set path in certain areas where they will move back and forth. Gophers will randomly break through the ground and then eventually go back into the ground (similar to whack-a-mole). Defeating enemies will not give you points, but will make traversing the world easier.

At the end of the stage, there will be a designated landing that the player will need to get to. The game will only continue if the player comes to this landing after collecting all three blue “memory” orbs. Without collecting all three the game will prompt the player with “You feel you are still forgetting something”. Orbs will be in three set locations in each stage. Once the player goes to the landing with all three orbs three short written vignettes will show on the screen, recounting events of the Fox's past life.

GAME MECHANICS

The Player character will move from side to side using A and D or the Left and Right Arrow Keys. Jumping will be set to the Space Button, W Key, or the Up Arrow Key. Barking will be set to Q, and Dashing to E. Players will need to press S in order to Push blocks.

Enemies will be defeated using the Jump or Bark mechanic. Players will need to Jump on top of the enemies to defeat them. Barking will not break Snail Shells after the Snail has been

defeated, so the only way to break them will be jumping on them as they move across the ground.

Levels will be premade and not randomly generated. Puzzles will require jumping in order to get to higher platforms, barking to break objects, pushing in order to fill holes, and dashing in order to squeeze in smaller spaces and reveal hidden caverns.

The Player will have three lives at the beginning of the level, being hit by enemies will reduce this life counter. Falling into holes will instantly reduce your lives to zero and restart the level. If the player reaches zero they will lose their progress in the level and restart from the original loadout. In order for the player to move to the next level they must collect all blue “memory” orbs and go to the landing at the end of the level.

CHARACTERS AND ENVIRONMENT



The player character is a Red Fox. Enemies will look like snails or gophers. The game takes place in a forest so there will be a lot of trees, flowers, and green. This will help the player character stand out against the background.

The forest has breakable blocks as well as movable blocks. Breakable blocks can reveal areas of the map that were previously blocked off. Movable blocks can be used to make it so the player can get to higher platforms or to fill in holes that the player can't get across. There are also hidden caves and caverns that can only be entered by dashing into certain walls which will be covered in vines.



CITATIONS

All artwork was done by me in Piskel