

# The Puzzle Elements



# Oh shit, new pillar just dropped

## Game Development Bugs

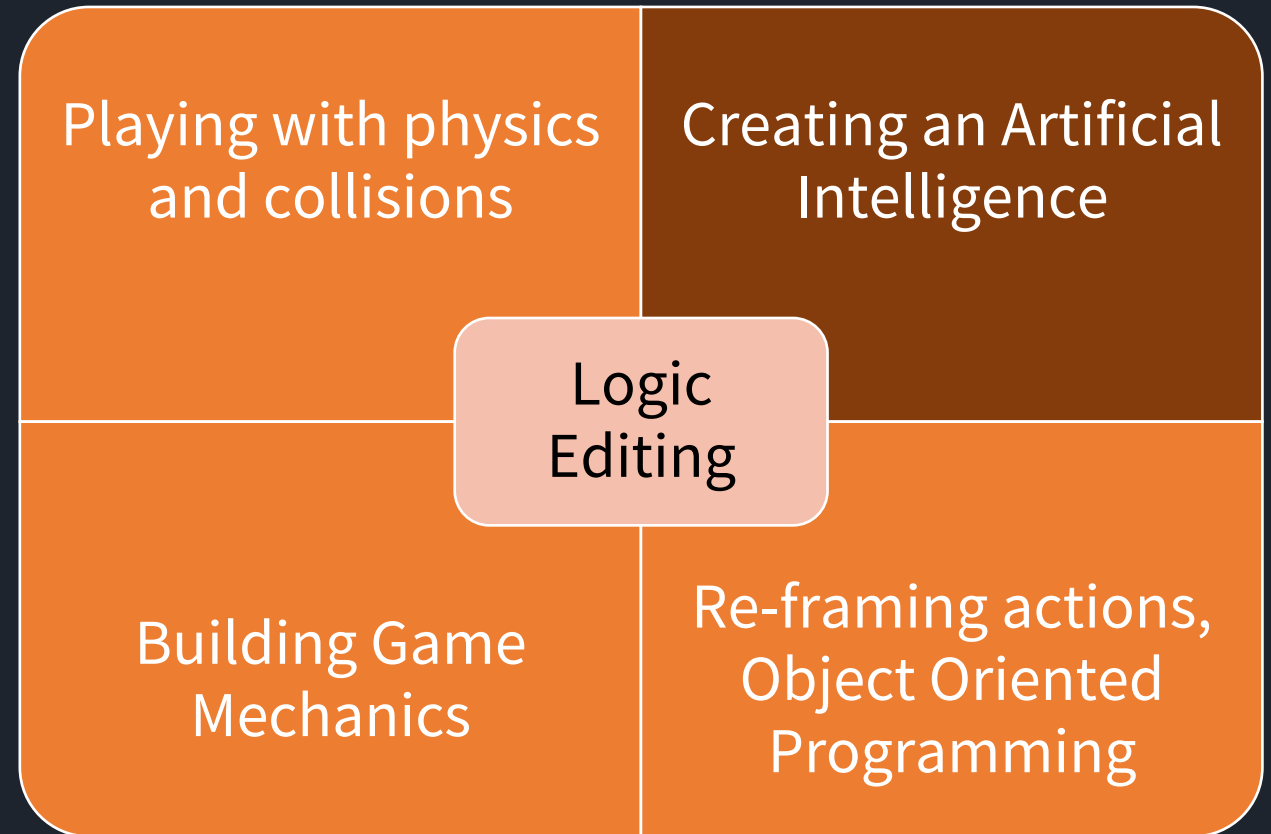
All puzzles and mechanics must adhere to the themes of game development at the low-level interactions and puzzle designs space, in that any scenarios and puzzles designed must be contextualized within the realm of actual game bugs, how they can occur and the possible ways they can be fixed.

## The target audience

“The primary player that would play our game is someone who has just played rabbids coding and enjoyed it but wants a deeper experience of exploring coding but within a game development context through a lower level of abstraction”

# The goal of this Vertical Slice

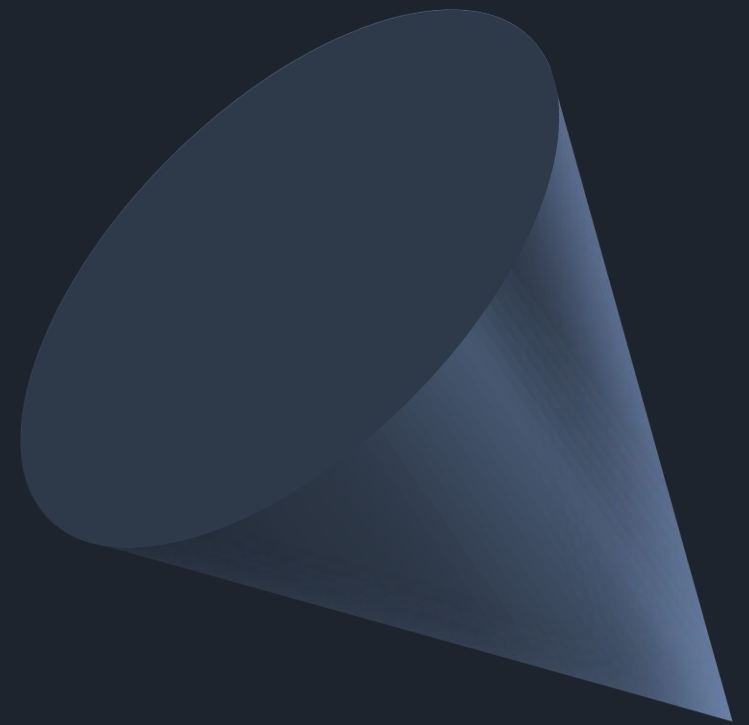
- The Logic Editing mechanic will be brought to a lower level
- The “Full Game” would cover various aspects of Game Development
- But for now, we need to focus on one aspect and get that right
- The aspect that gives us an heads up is AI: better references, less work needs to be done in testing the formal elements of play





# Golems

Inanimate creatures controlled by the  
Logic Editing mechanic



# Golems are color coded

When active, Golems have a specific color like red or green.



Green Golem



Red Golem



Black/Deactivated Golem

# Shared Logic

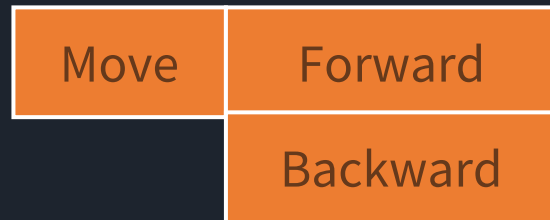
When a player edits the logic of a Golem, the change propagates to all Golems of the same color



# Golem «Action» Blocks

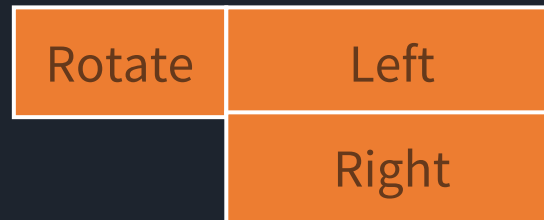
These are the blocks that the player can use on a golem to control it

## Move



The Golem moves one tile in the specified direction

## Rotate



The Golem rotates in the specified direction

## Push

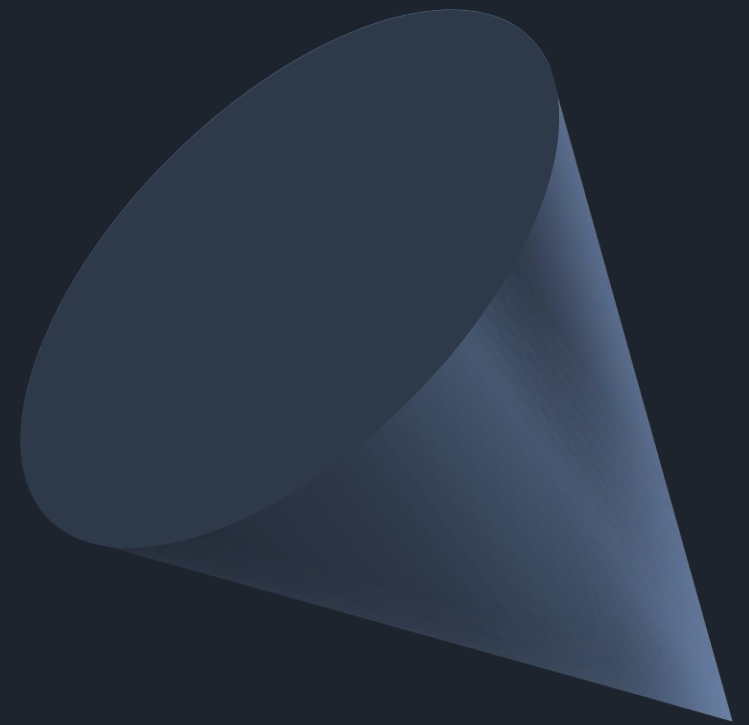


The Golem pushes anything in front by one tile



# Other elements

Environmental Elements that interact with  
Golems and other objects





# Data Holes\*

1x1m tiles that change the color of golems



When a Golem steps on a tile with a different color the Golem changes color to the one of the tile. The Golem will then immediately start to execute the code of the new color.

# Teleporters

1x1m tiles that teleport golems into another tile



When an object (such as a golem) steps on a teleporter tile it will transfer them to a spawn location from the sky at a different location within the same level. This would elicit the bug of falling through the world and exceeding the worlds coordinates to end up falling from above

# Conveyor Belts (But Fantasy!)

1x1m tiles that push a golem towards a specific direction



Whenever an object or element moves onto a conveyor tile they will move one or a few tiles in the direction the conveyor is facing. This doesn't necessarily have to be a bug but an element of the environment that can be recoded by the player and can have increased use when we develop the drag and drop asset mechanic



# Implementation

How we will go around making this



# Feature Pyramid

