



[Level 1]

Vers. 1.1.2

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# Abstract

For people who enjoy fantasy platformers who want a game that mixes in a little puzzle and a dash of whimsy, *Cliff Moxie* is a 2-D puzzle platformer that allows players to adjust the environment around the main character. Unlike a game such as *Cerulean Moon*, our game features a brave little creature navigating their way up cliffs in a soft cartoon fantasy style with tighter, more limited environmental controls that make for more complex and engaging puzzle solving.

## Design Statement

*Cliff Moxie* combines puzzle-platforming with a fresh take on mobile control by allowing the player to use touch-and-drag controls to move the environment instead of the character themselves. This simple yet unique mechanic is all wrapped up in the world of the Moxie - a species of mountain climbing, cliff braving creatures that spend their days working their way up treacherous and challenging terrain to reach the very top of their mountains.

## Audience and Context

*Cliff Moxie* is a game designed for players who enjoy a little puzzle on top of their platformers. While the target audience is best suited for people aged 8-15 with mobile devices (e.g. Android phone, iPhone, iPad, Samsung tablets, etc.), anyone with an interest in puzzle platformers and a few minutes to work through a level can find this game engaging and enjoyable.

Features Include:

- A fresh take on mobile platformer controls - moving the environment instead of the character
- Collectible items
- Soft but whimsical 2-D style
- Engaging puzzle design

# Core Gameplay

## *Basic Mechanics:*

- Touch and drag on screen to move environment
  - Main character walks atop platforms following direction of screen drag
- Tap and drag moveable platforms
- Collect Items
- Upon level completion, player is given a star rating based on how well level was completed

## *Expanded Mechanics:*

- Two types of moveable platforms
  - Up/Down platforms
  - Left/Right platforms
- Platforms can be moved with or without main character on them
  - Camera will follow main character if they are standing on a moveable platform
  - Camera will remain on main character if they are not standing on moveable platform
    - Moveable platforms can be moved until they are offscreen
- There are three different types of items to collect - each contributes to increasing star rating of level (Star rating system not included in current version)
  - Rope - Unlocks exit to the level
    - Gives minimum 1-star rating
  - Gems - At least two per level
    - Collect at least 2 for 2-star rating
  - Coin - Only one per level and always in challenging area of level to reach
    - Gives 2-star rating if collected with key and 1 or 0 gems
    - Gives 3-star rating if collected with key and 2+ gems

# Look and Feel

## Main Character - The Moxie

### *First Pencil Drafts*



Initial designs for Moxie focused on creating a two-legged creature with drawn back ears, a stubby tail, and a messenger bag to carry their treasures. While the first design was meant for more of a lean goblin feel, the second design shifted towards something softer with more mammalian features.



### *Final Pencil Draft*

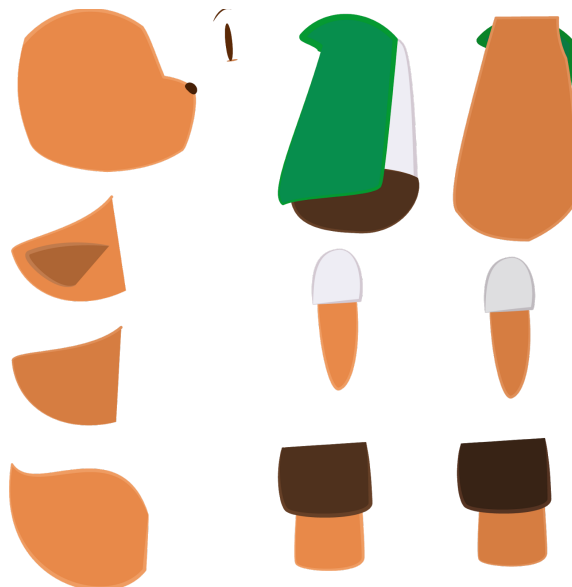
The final pencil design of the Moxie required a drastic shift to style and scale. Due to the small screen size of mobile devices, the Moxie's design was reworked for softness and simplicity. While still maintaining some key features (e.g. messenger bag and drawn-back ears), the limbs were reduced to stubs and the tail was made more prominent. These changes help ease the difficulty of animation while adding the opportunity to display a stronger sense of movement in a smaller space via the fluffier tail.



### *Digital Render*

Betraying the Moxie's fox-like origins, the digital render features earthy orange, green, and brown tones.

### *Sprite Sheet*



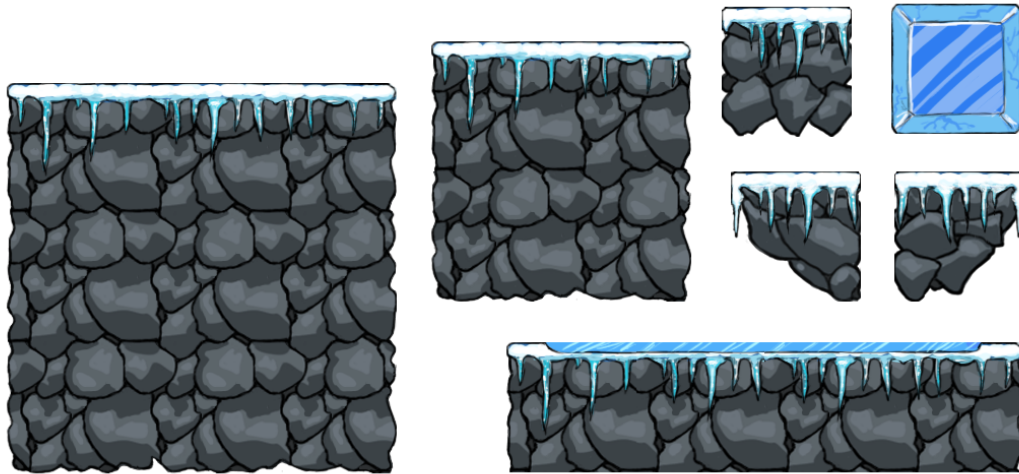
### *Final In-Game Render*



Moxie's final in-game render slightly increased their height and squeezed in the width. The inner ear was altered to give it a softer look, and the back leg was brought down to balance out the look of weight distribution and perspective.

## Textures

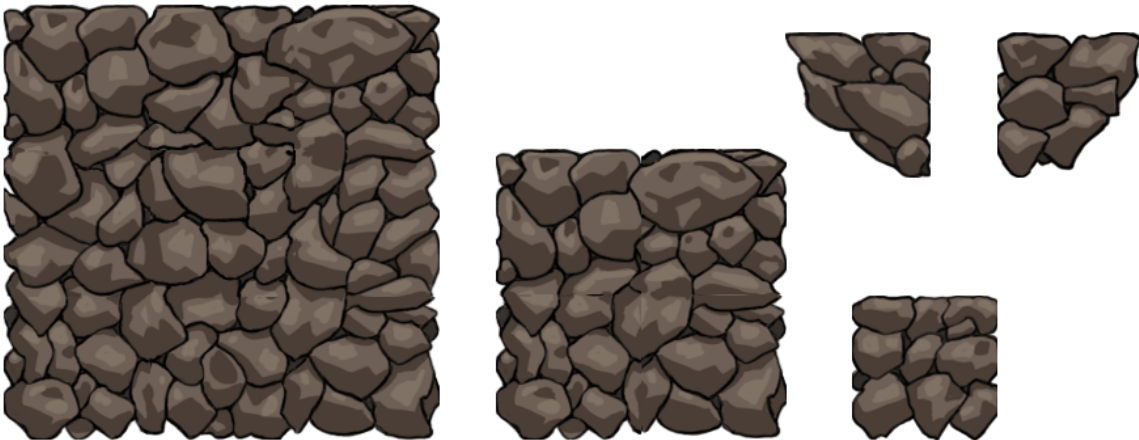
### *Original Version*



The mountain terrain can prove to be treacherous, so ice and rocks are the main focus of its features. Ice blocks (pictures upper right) will be moveable by player tap-and-drag functionality.

### *Final Version*

#### Tilemap Platforms



#### Moveable Platforms

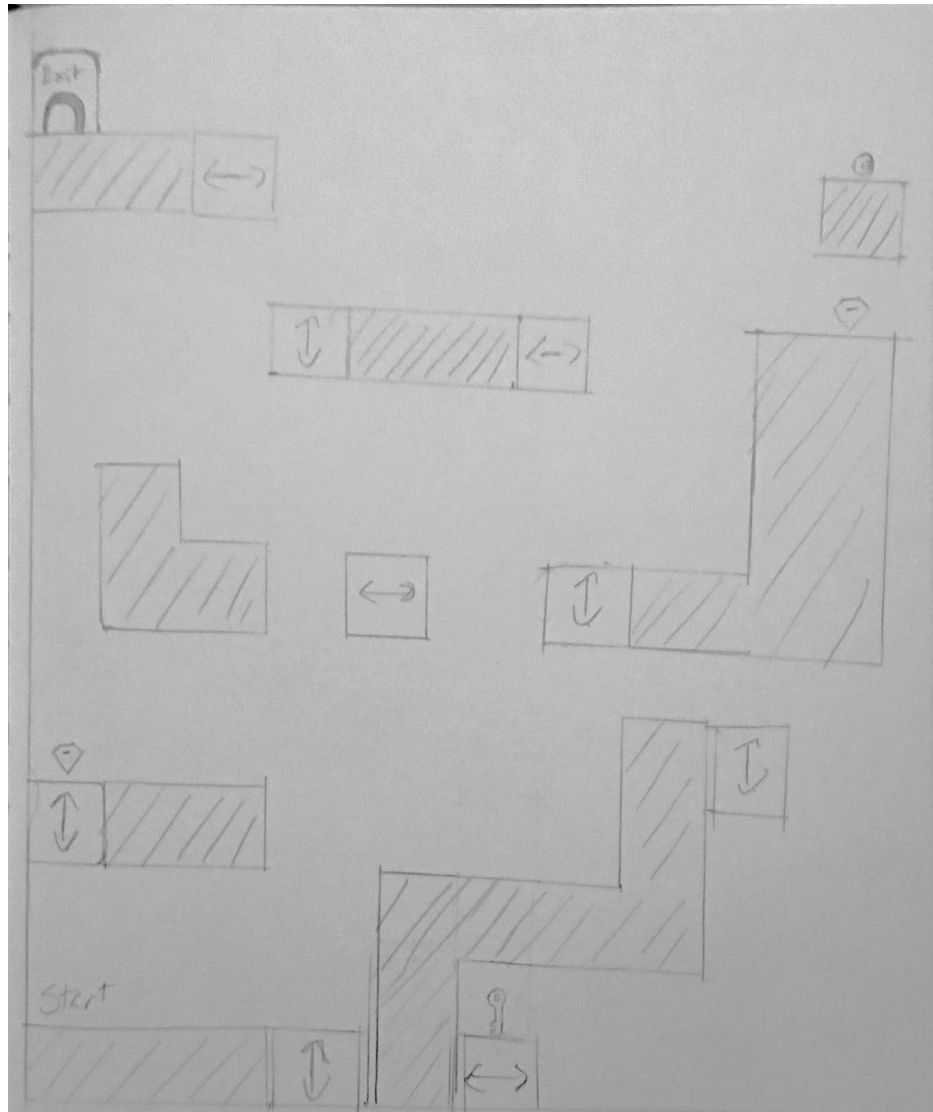


A simpler style of rock was chosen for the final version so that the blue wouldn't be lost in the sky background. Moveable platforms are painted yellow in the directions that they are able to be moved (Up/Down and Left/Right).

# Maps and Game Flow

## Hand Drawn Drafts

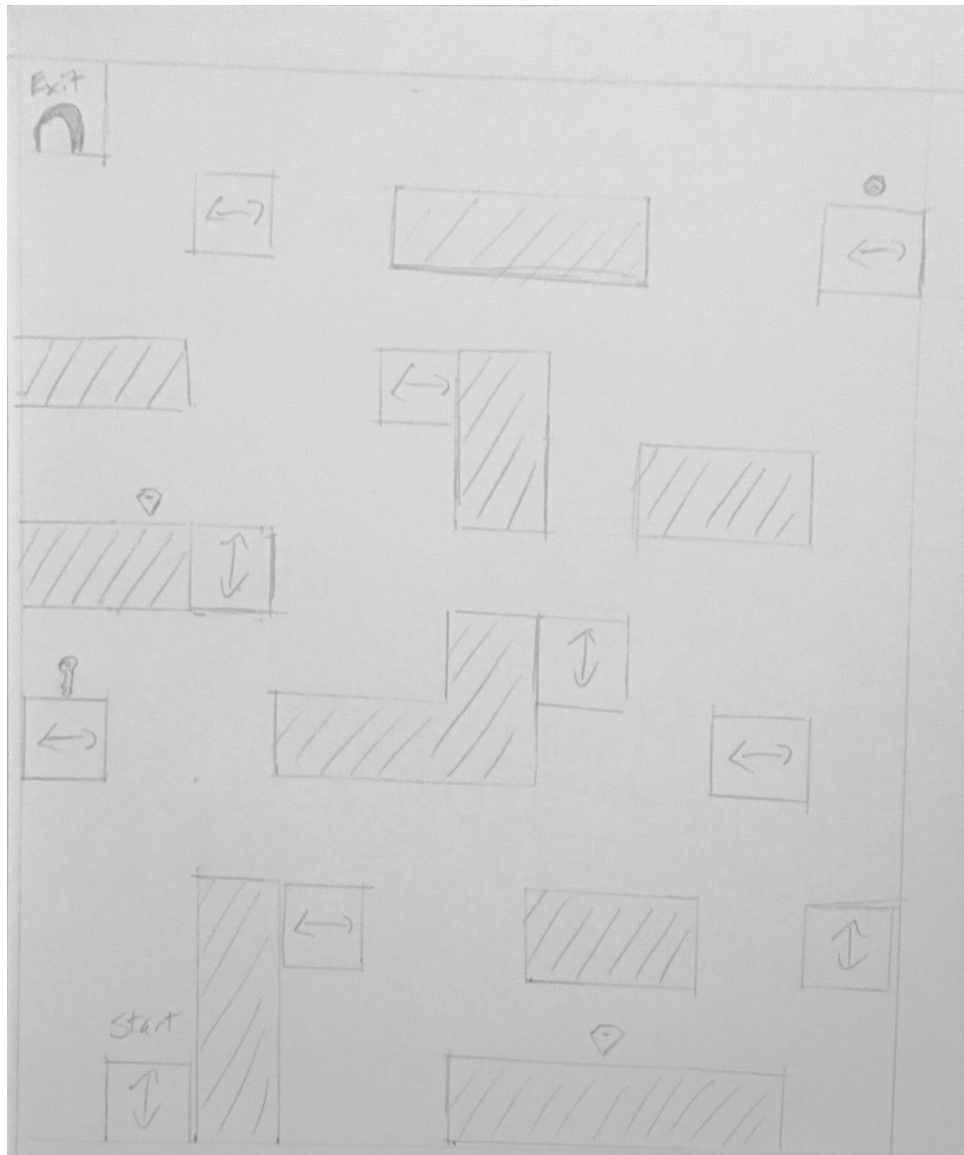
### *Level 1*



Level 1 is design for enough simplicity to allow the player to learn the general mechanics of the game while still producing enough challenge to keep it interesting.

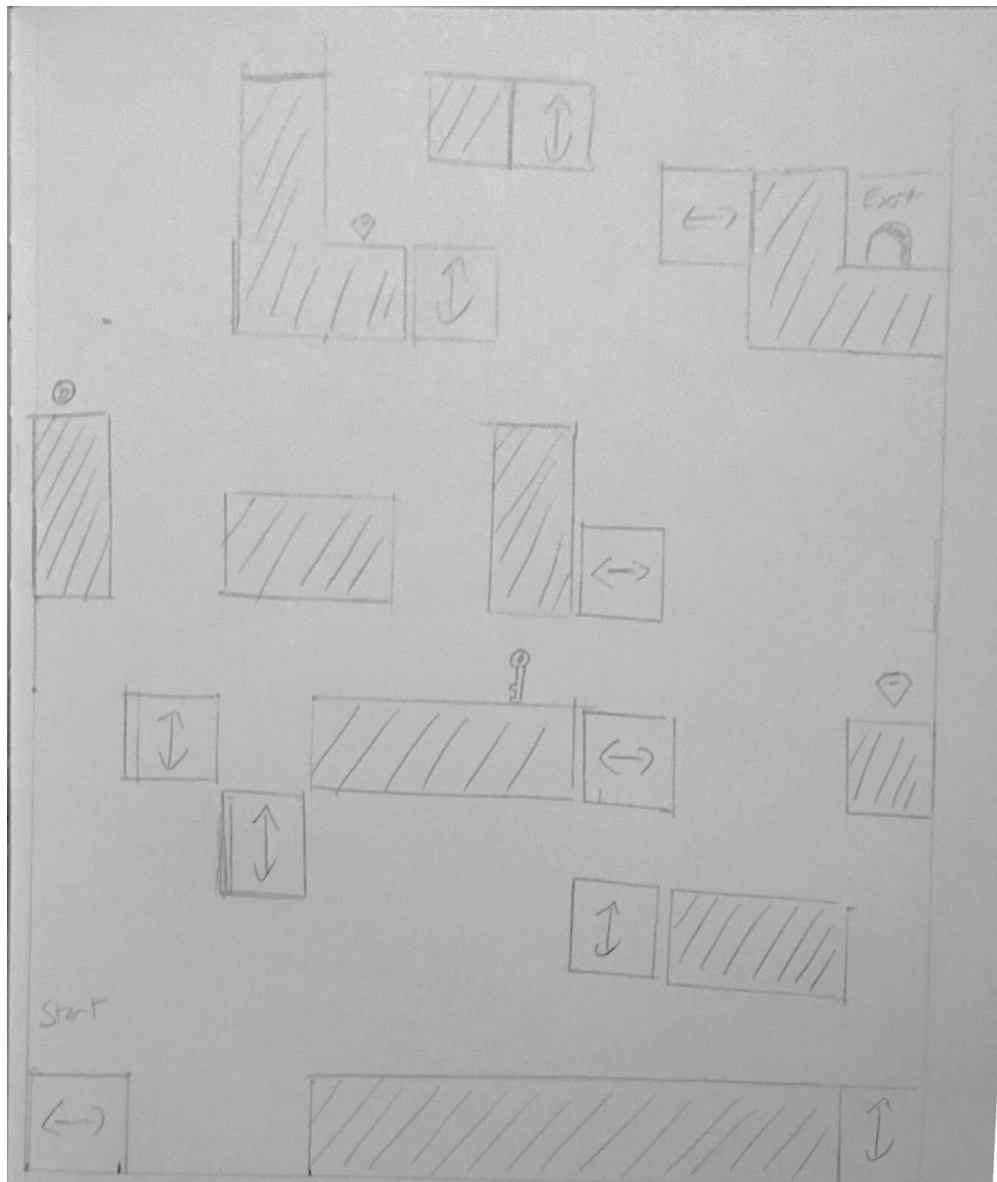


## Level 2



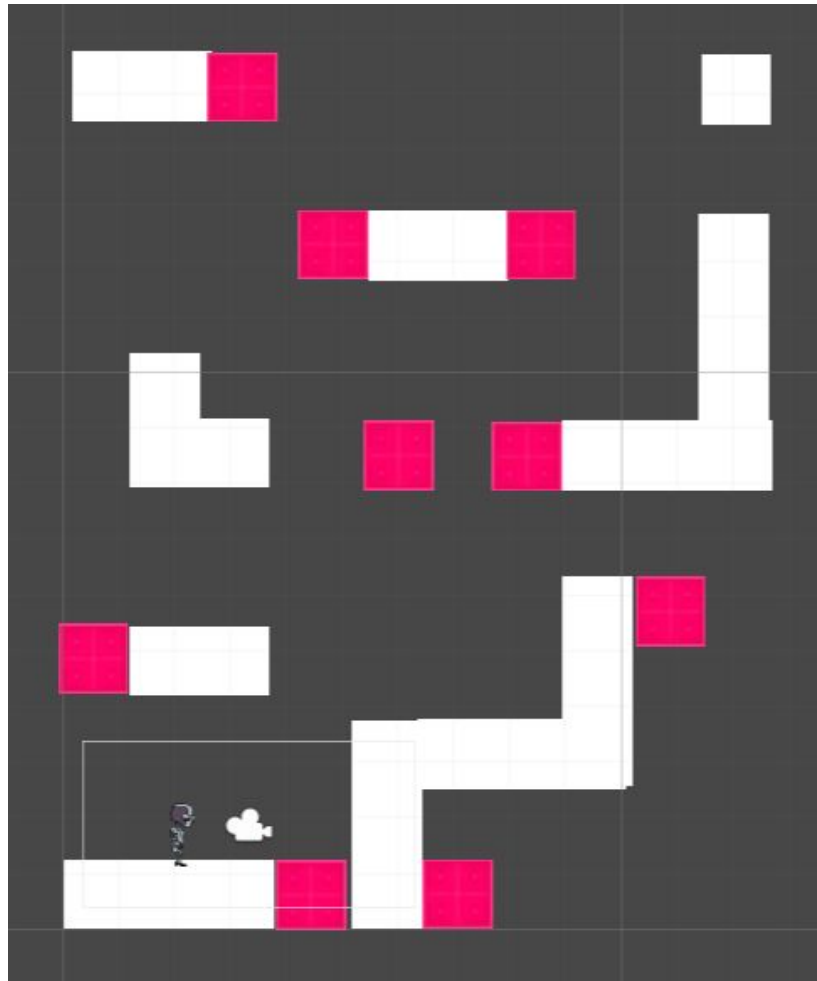
Level 2 adds more challenge to the puzzle of its design as it begins to test the player's mastery of the mechanics.

### Level 3



Level 3 provides the most challenge as it requires the player to have more control over maneuverable puzzle pieces.

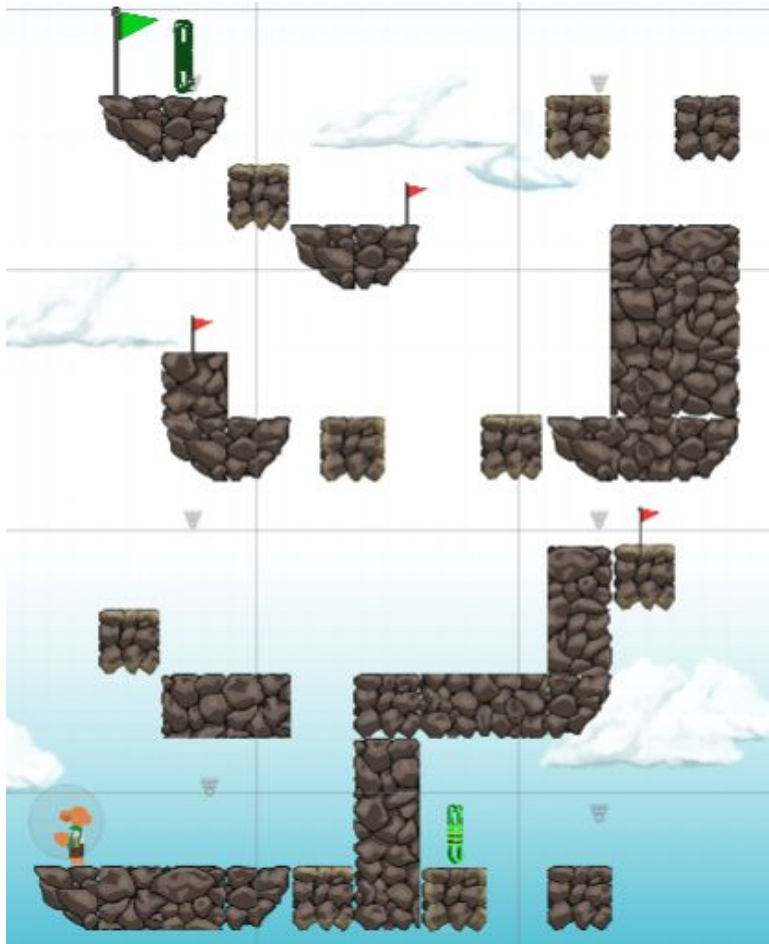
## Initial Level Design



## Level Changes

The initial grayboxed version of Level 1 has some slight alterations in scale. White boxes are normal, static platforms, but pink boxes can be moved via tap-and-drag player controls.

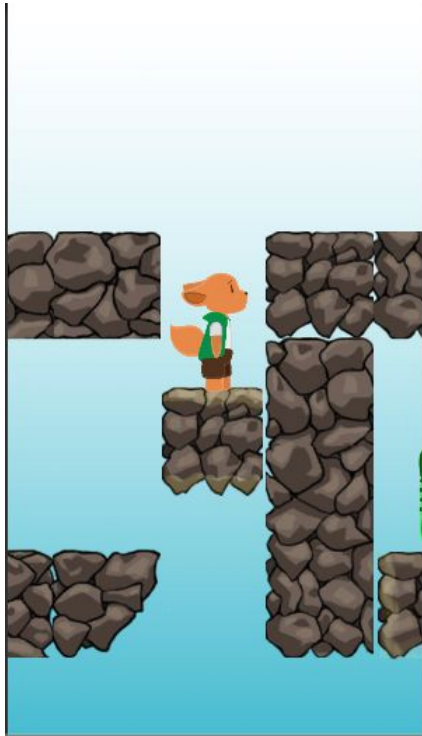
### Final Level



## Level Changes

The biggest change of note is the addition of checkpoints. Due to how easy it can be to fall off the map, a killzone was added to the bottom and checkpoints were distributed throughout the level to bring a player back should they fall off. Bonus items were removed from the level in order to focus on the main goal of finding the climbing rope and bringing it up to the top.

# Game Play Scenes



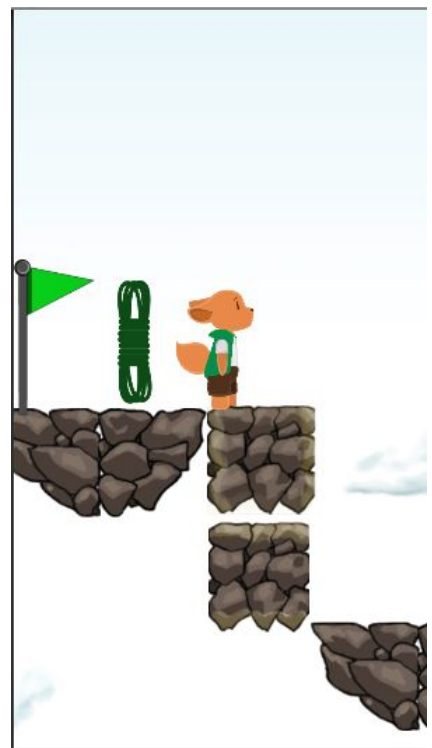
*Left* - Moxie on an Up/Down moveable platform

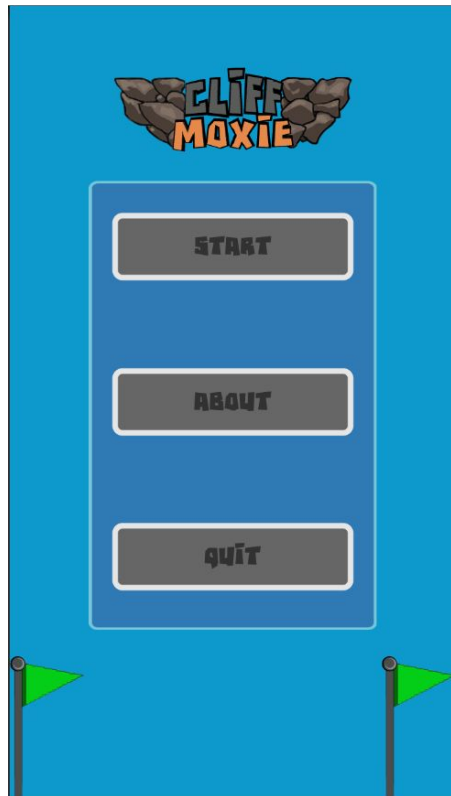
*Right* - Moxie at an activated (yellow flag) checkpoint. Checkpoints that are not activated have red flags.



*Left* - Moxie finding the rope that needs to be taken up to the top.

*Right* - Moxie at the end of the level where they need to deliver the rope.





*Left* - Opening Menu

*Right* - Endgame Menu



## Conclusion / Future

*Cliff Moxie* is still at its beginning stages - a few more iterations could allow for some adjustments and tweaks to improve and streamline mechanics. With the simplicity of the overall game design itself, it lends itself well to new mechanic additions that can add more depth to puzzle and level design. Even without new additions, there is plenty of room to create many, many more levels atop the three already planned within this document. *Cliff Moxie* has the potential for growth mechanically, level-wise, and even with the story of the Moxie species and their antics as brave climbers.