THE FLATTENING by Mambo No. 5

Thomas De Mulder | Enrico Toivinen | Leo Vansteenkiste | Laura Zapata Morales-Baumgarten

PITCH

The flattening is coming. Can you handle the pressure?

The humans and their machines have come to the forest and they are trying to cut down all the trees. So two forest animals have banded together to try to escape their inevitable flattening while avoiding the obstacles of the ancient forest and fighting back with various methods.

OUTLINE

You are a forest animal running for your life away from an industrial deforestation machine that has come to clear away your forest in order to be built a mall and some apartment buildings. You are trying to save yourself and your friend the squirrel and try to disable the machine before it destroys your precious forest and its animals with it.

DESIGN

Theme

» Deforestation

Idea

» A reverse piperunner
» An animal running away from an industrial deforestation machine.

Goal

» An endless runner
» where you try to kill the boss
» as fast as possible

UNIQUE SELLING POINTS

» Harsh
» Vibrant

GAME ATTRIBUTES

» Singleplayer game
» *Type of game:* Reverse Action Runner
» *Kind of game:* Casual Fun
» *Genre:* Survival, Endless Runner
» *Mood and atmosphere:* Fast paced, Hopeful, Vibrant
» *Camera type:* Third Person

INTERACTION & GAMEPLAY

The player is a deer running away from a big massive industrial machine. The player has a small squirrel on its back that can throw nuts at the enemy to damage it or leave mines to slow it down.

» The player only has a single life. No health bar.
» The game is over once the enemy catches up to you or you kill the enemy.
» The player will mostly be evading obstacles and aiming and shooting the enemy.
» When the game goes on the levels get harder and harder.
» The more you damage the boss, the more aggressive he will get.

MECHANICS

Player

- » Basic sideways movement
- » Jump
- » Slide
- » Slow down
- » Aiming
- » Shooting
- » Leaving mines

Boss

- » Big roller
- » Shoot obstacle projectiles
- » Sweep sawblades
- » Enrage

Obstacles/Powerups

- » Solid blocks – Evade/Jump
- » Branch and gate - Crouching
- » River – Slows down
- » Carrot – Speeds up
- » Mushroom – Bouncy
- » Paddo – Confusion/Lose control/Visual
- » Ghost mode – Move through everything
- » Extra ammo