

No Spoon

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Game Logline

Be one with yourself and become the greatest movie stunt man of all time.

Game Play Synopsis

Overview

No Spoon is a side scrolling puzzle game in which the player must control time to reach the end of each level unscathed.

Backstory

The player controls Max Power, a stuntman. He is well known in the movie world for taking on the most dangerous stunts, and pulling them off perfectly the very first time, every time. What people don't know is that Max Power is such a great stuntman because he can control time! Take control of Max as he performs some of the most dangerous stunts ever recorded!

Gameplay Description

The game will consist of short puzzle based levels in which the player must navigate to the goal safely. Blocking the player from the goal will be obstacles such as falling items, pits, and traps. The player will be constantly moving to the right of the screen, and have to avoid all obstacles by jumping, sliding, speeding up or slowing down time, or any combination of these actions.

Controls and Interfaces

Down ducks/slides under stuff
Up/Spacebar jumps
Right speeds up time
Left slows down time

Rules

Getting hit with an obstacle is instant death.

Scoring/Winning conditions

Make it to the end of the current level without being burned, crushed, shredded or otherwise maimed. The time required to beat each level is recorded and used as a type of score. The time required to beat each level will be added together and act as a total score. The player will have unlimited lives, and the only repercussion of death is starting from the last checkpoint and the extra time incurred from replaying an area.

Game Levels

(And some obstacle ideas)

Roof top chase

Building gaps

Window to jump & smash through

Escape from the temple with the big ass bolder chasing you

Flying arrows

Spike pits

Doors closing

Reactor is being blown up, get out of there!

Doors closing

Chase threw a construction site

Saw blades

People in the way

Swinging crane

Division of Labor

Brandon – Design, Code

Lee – Design, Code

Charbel – Design, Art

Concept Sketch of game layout

Level: 1 Time: 12

