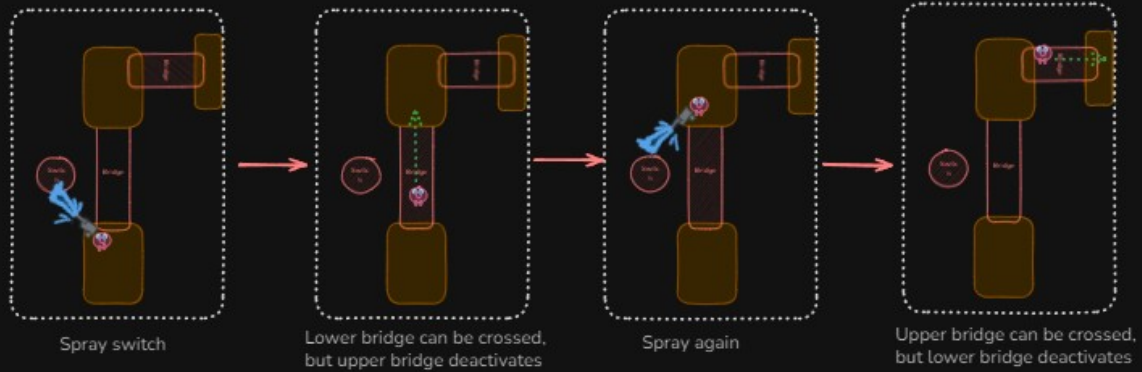
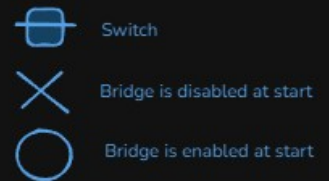


## Salmon Farm Puzzle

- Multiple colour-coded bridges
- Switches that match the colours of the bridges
- Spray a switch. This toggles on/off bridges of the matching colour



## Salmon Farm - Paper Prototype

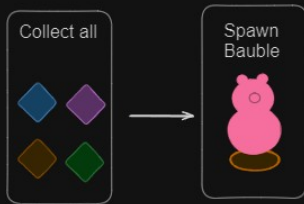
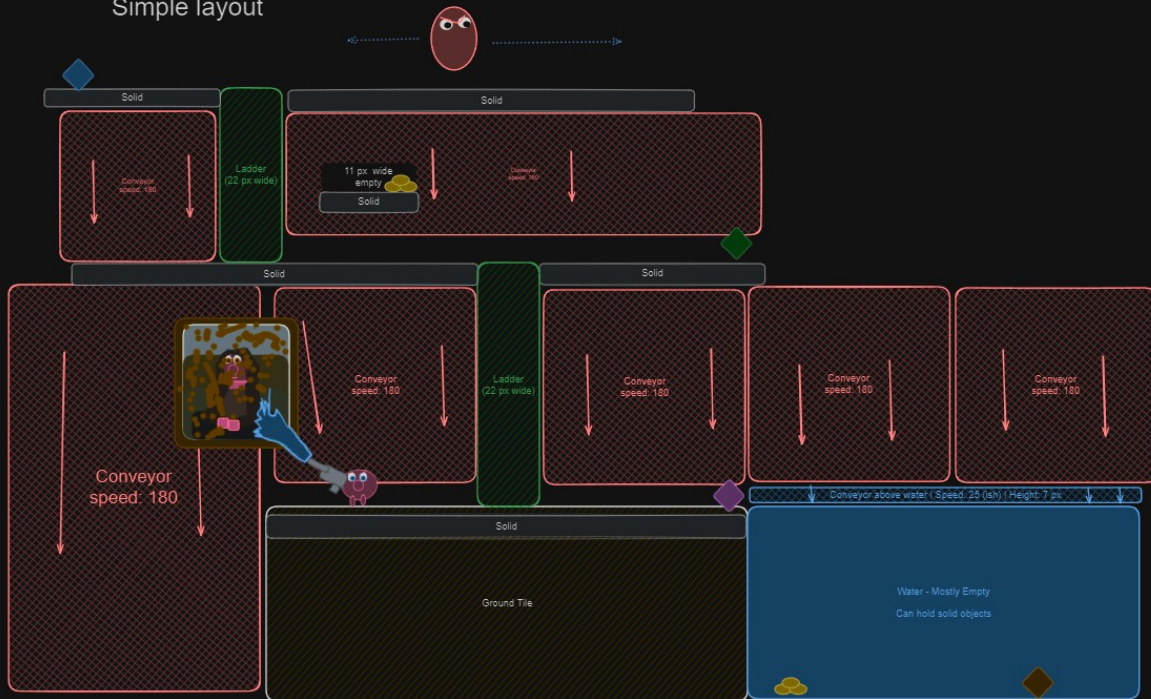


## Salmon Farm - Layout



# Sidescrollia

## Simple layout



### Washable Objects



- No Dirt objects with Colliders on land (prevents jump and conveyor issues)
- Underwater can have colliders

### Cranks + Bridges used as doors

- Due to how "gravity" works, bridges become a bit complicated in sidescrollia
- However, they make for great doors



### Enemies

- Walks back and forth
- When walking past objects, they become dirty
- Dirt opacity of ~.4 (or whatever allows you to see details but also see dirt)



#### On collision with player

Option 1: Dirt explosion makes 5 tile radius of objects dirty

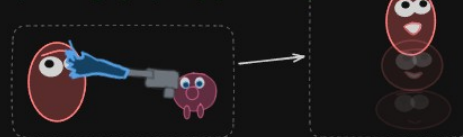


Option 2: Enemy movement speed doubled and becomes dropper for 5 seconds



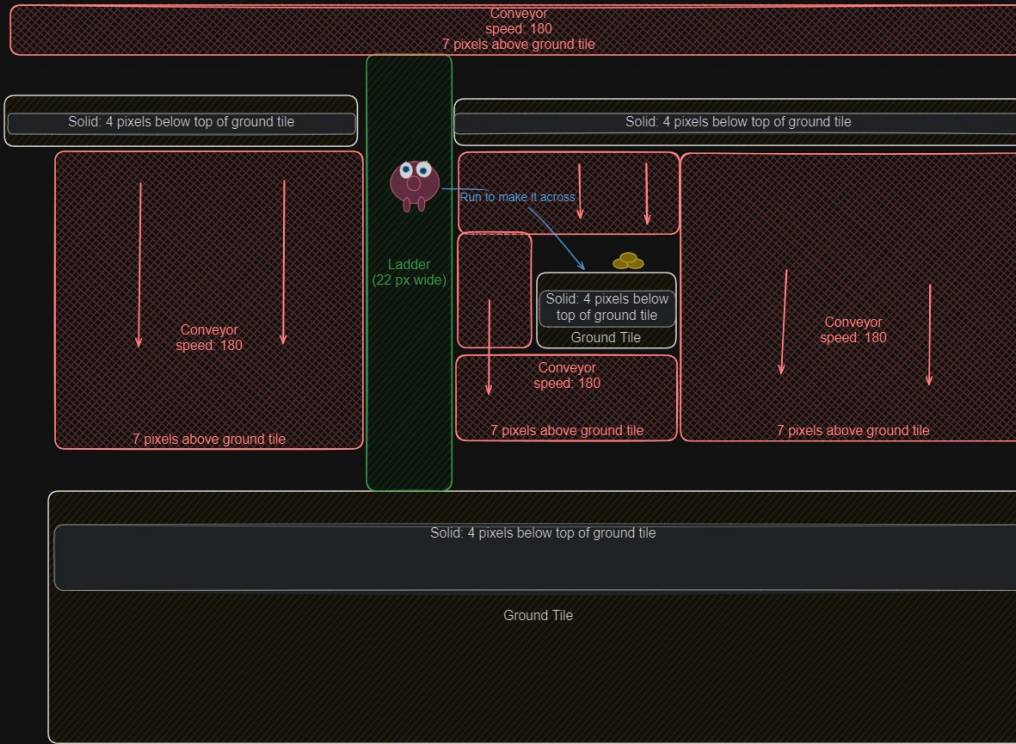
#### On Enemy Washed

Stops moving + jumps for joy indefinitely



## Ground Tiles Zoomed in

- Solid ground colliders should be 4 pixels below the top of the ground tile art
- Downward gravity conveyors should be 7 pixels above the top of the ground tile art
- Solid colliders and conveyors should be at least 1 pixel apart to prevent floating colliders



## Nice To Haves

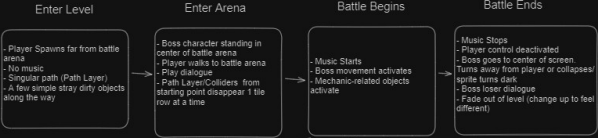
- Little white "bubble" particles when pixel is under water (maybe water has a trigger for that)

Maybe not...:

- Toggle to disable vertical input when in conveyor (to avoid floating down)

# Boss Concepts

## Level Flow



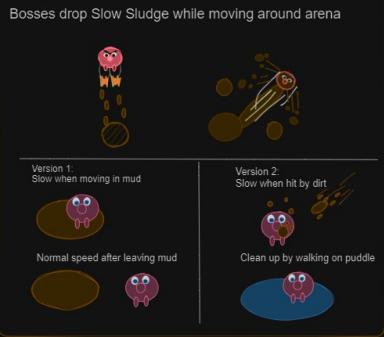
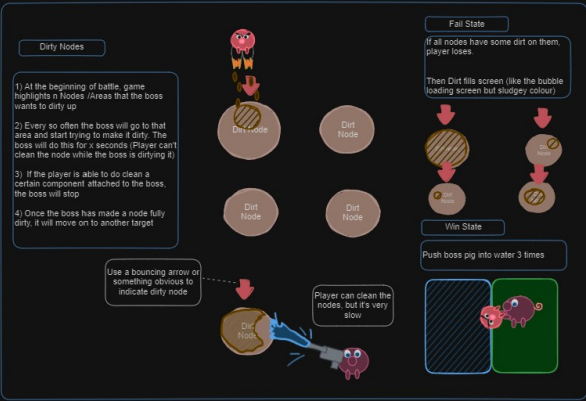
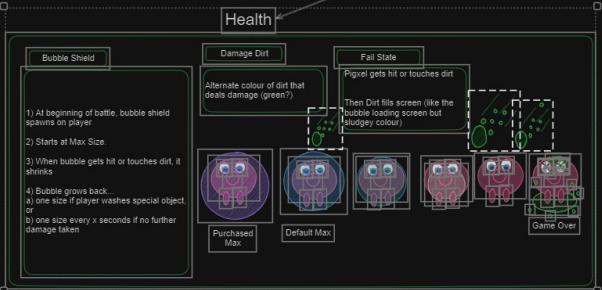
Mechanics

Mechanics

Mechanics

Nodes

Slow Sludge



## Brother

### Movement:

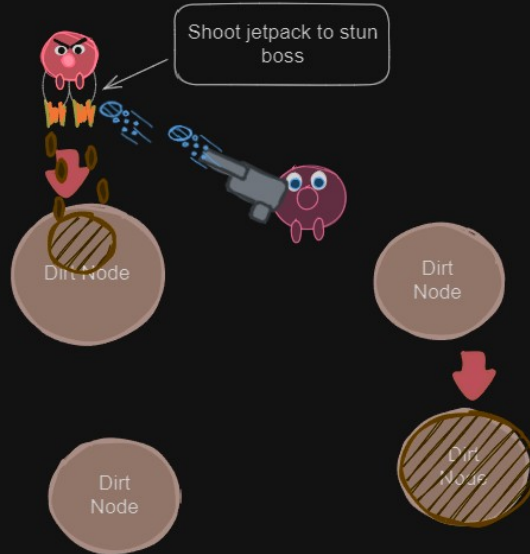
Hovers via jetpack. Cannot be collided with while hovering

### Weapon

- Jetpack sprays mud onto ground
- When over Dirt Node, makes it dirty for x seconds

### Weakness

- Shoot jetpack until it's clean
- Brother will fall to the ground and be stunned for 5 seconds while also being rollable
- Roll brother into water



## Alternate Brother

### Movement:

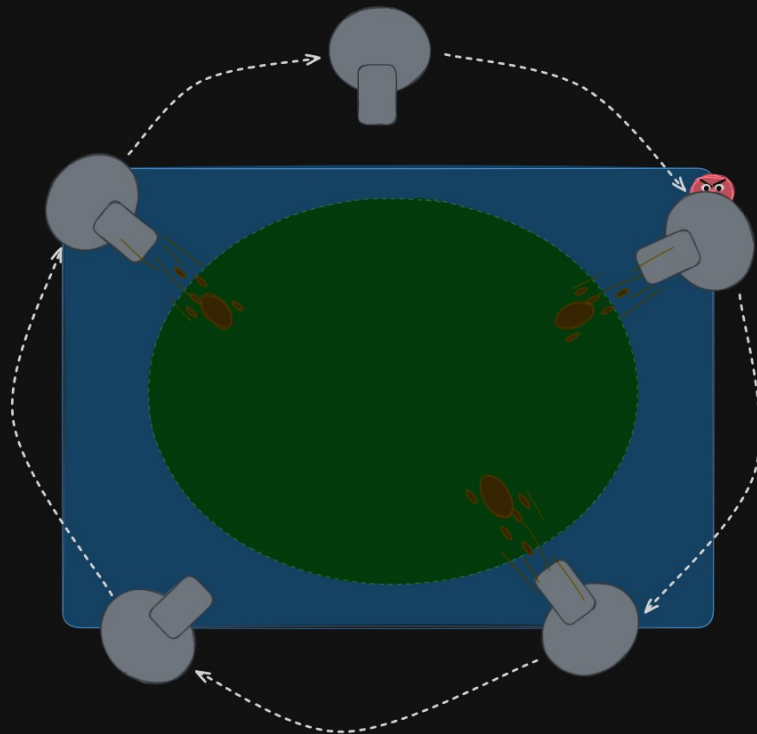
- Use planet rotation component for rotating mud guns
- Boss pig will jump/teleport to a different gun from time to time

### Weapon

- Starts with 3 rotating guns that shoot intermittently
  - As Boss takes damage, it'll add more guns
- Gun count:  
3 (full) health: 3 guns  
2 health: 4 guns  
1 health: 6 guns

### Weakness

- Fully clean a gun to stun them for a few seconds. They'll stop shooting then.
- If the Boss is on a gun when it's fully cleaned, the boss will fall off and land on the ground, stunned
- Push the boss into the water to deal 1 damage
- After taking damage, the boss will jump to a new gun



## Sister

### Movement:

- Randomly selects [Roll Target] (minus last roll target)
- Rolls at target.
- If roll target is fully dirty, wait x seconds then move to next one

### Roll Targets:

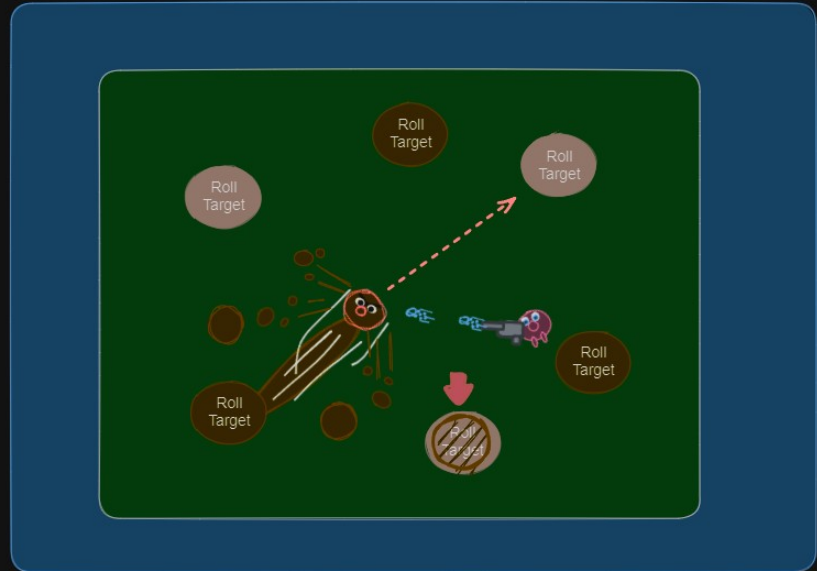


### Weapon:

- Sprays mud to the sides and leaves mud trail
- When she reaches a Dirt Node roll target, she stays x seconds to make it as dirty as possible

### Weakness

- Shoot sister until clean
- Once clean, she is stunned for 5 seconds
- Roll her into water



## Pig Mamma's Throne

### Movement:

- None

### Weapon:

- 1) Missile: Shoots mud missiles at dirt nodes. Player can shoot them down before they reach the node. Number of simultaneous targets depends on health  
3 (Full) health: 1 Target  
2 health: 2 Targets  
1 health: 3 Targets
- 2) Circular spray  
Sprays in a circular motion, muddying up a part of the map. Also based on health  
3 health: 90 degrees  
2 health: 180 degrees  
1 health: 270 degrees

### Weakness

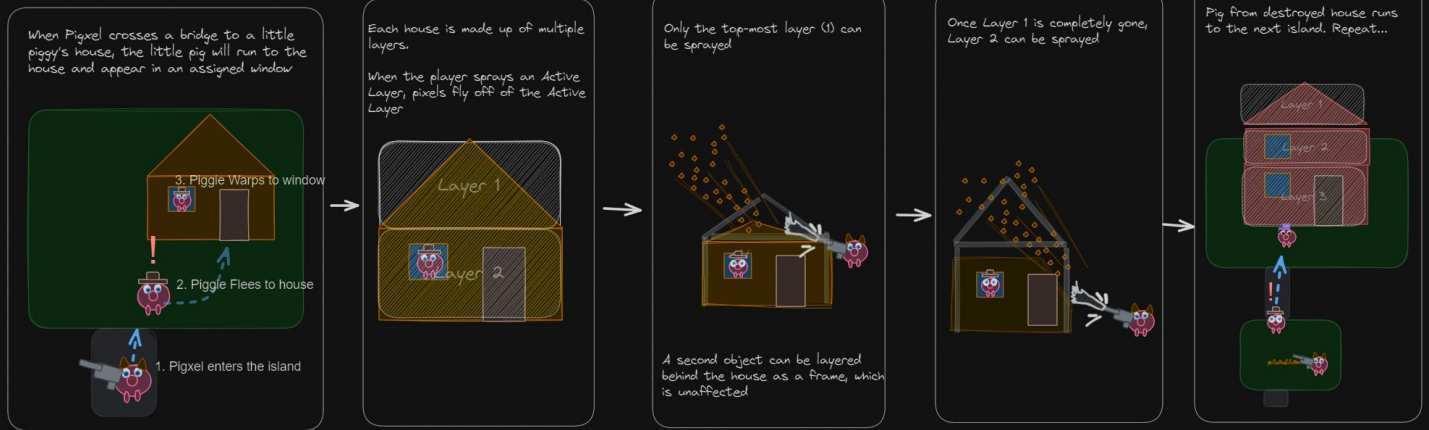
- Clean all three thrusters on her throne to stun
- Push into water



# Pixel Washer - Three Little Piggies

## Level Flow

On level start- new Objective (Huff and puff and blow the houses down)



# Pixel Washer - Three Little Piggies

