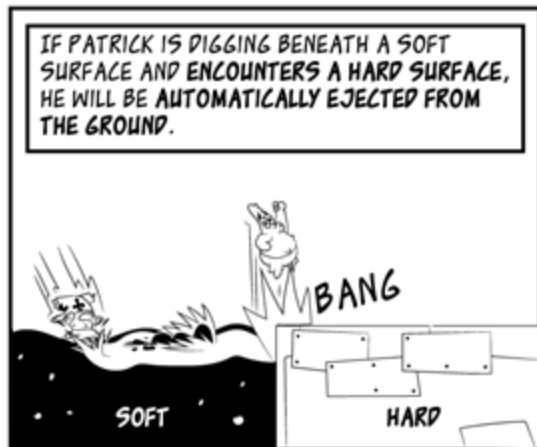
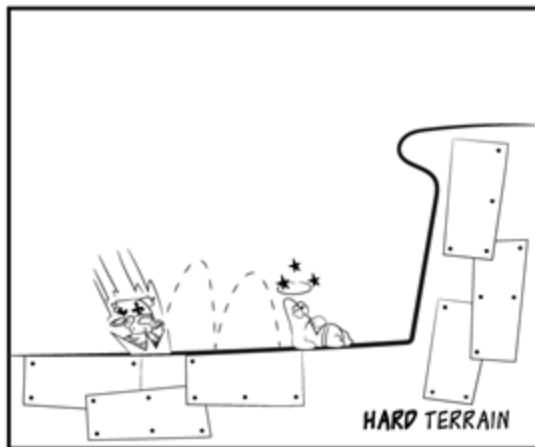
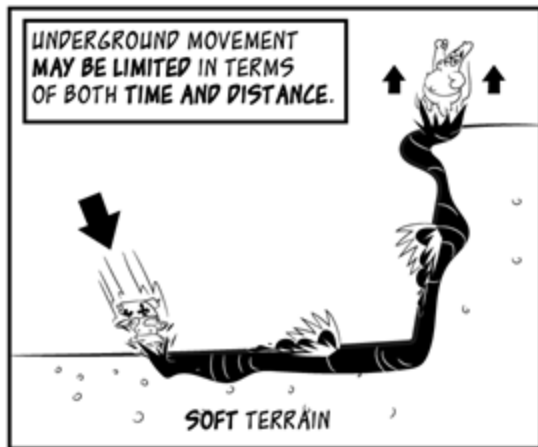
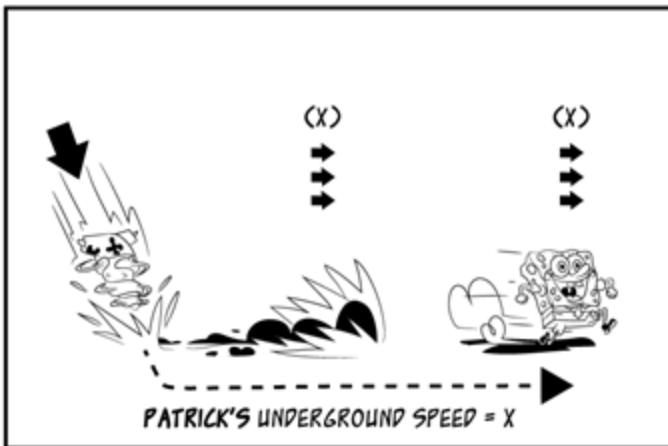
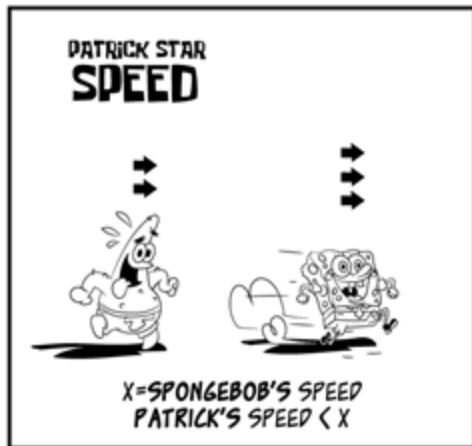


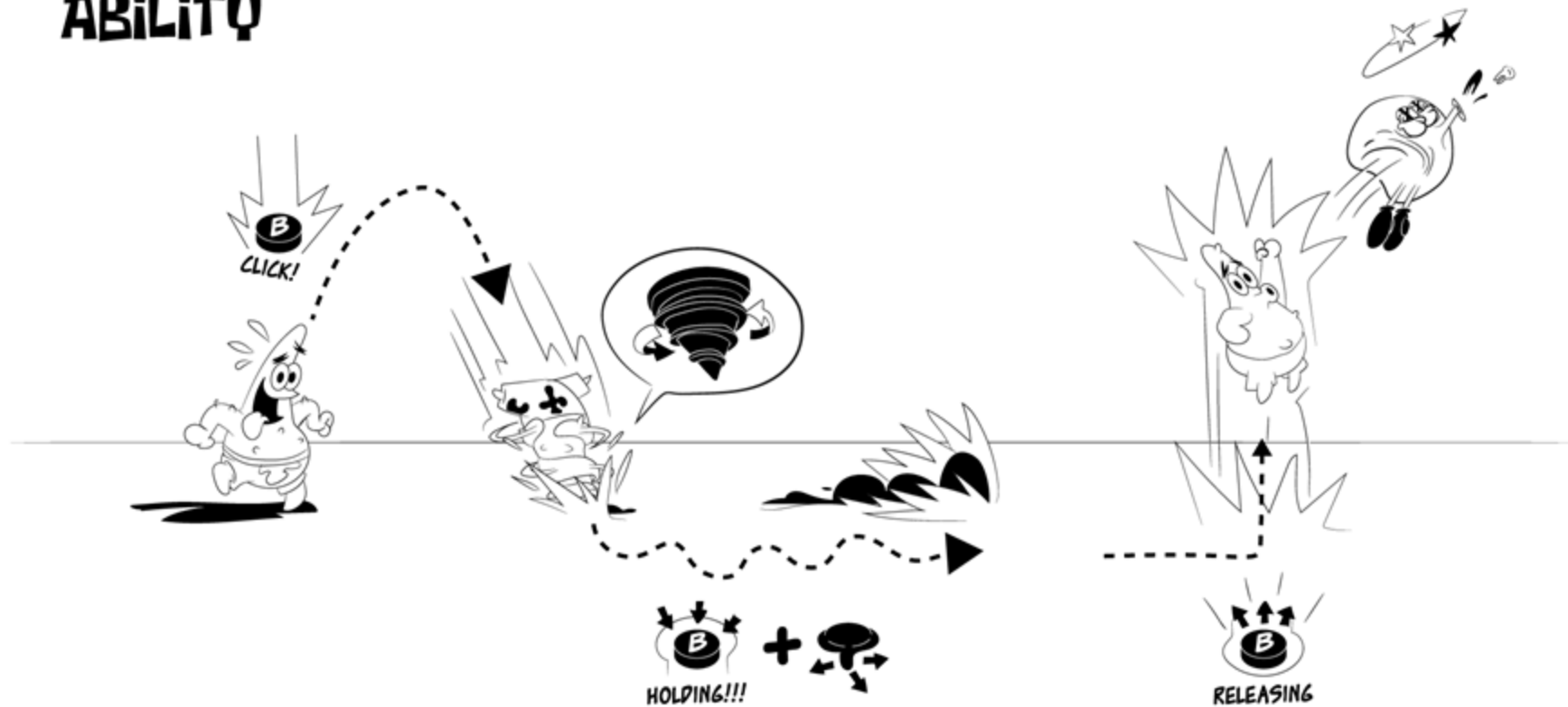
Gamesdesign





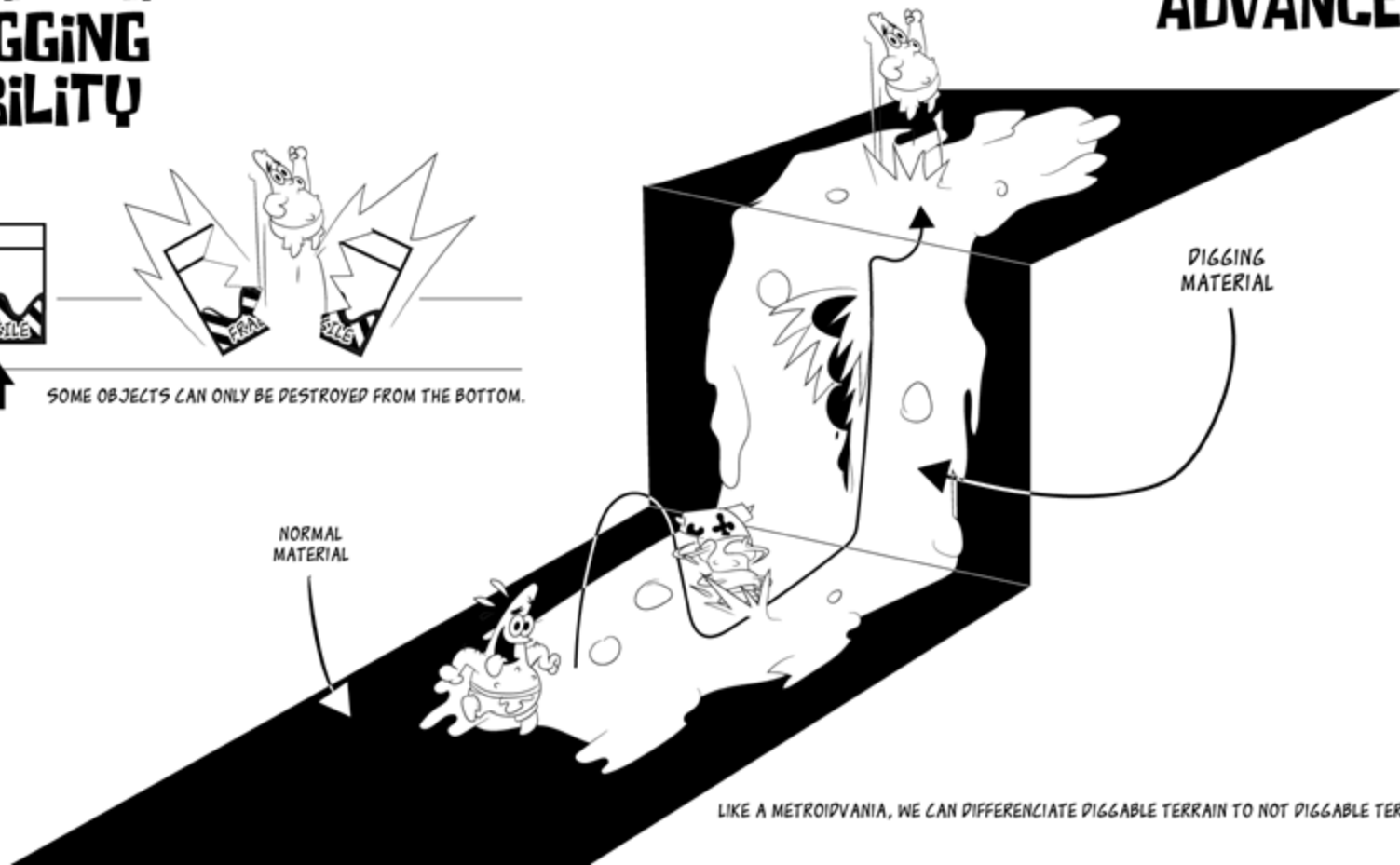
PATRICK STAR DIGGING ABILITY

ATTACK!



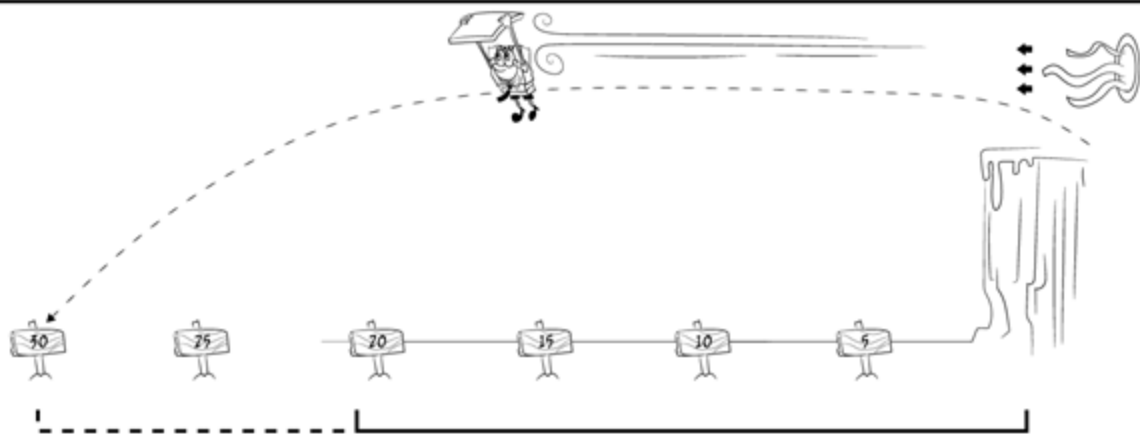
PATRICK STAR DIGGING ABILITY

ADVANCED

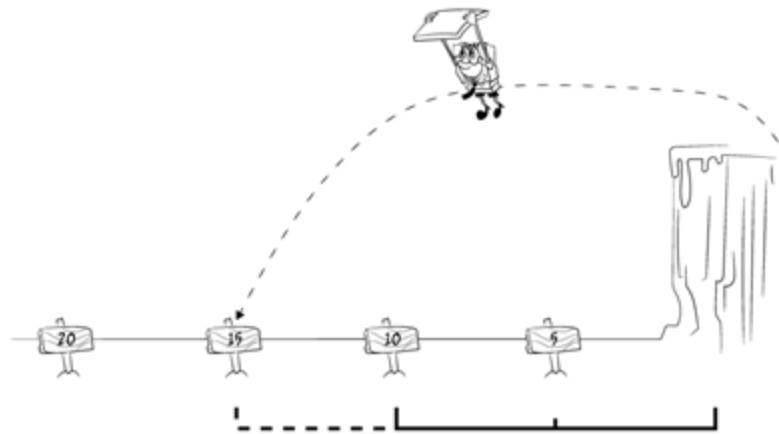


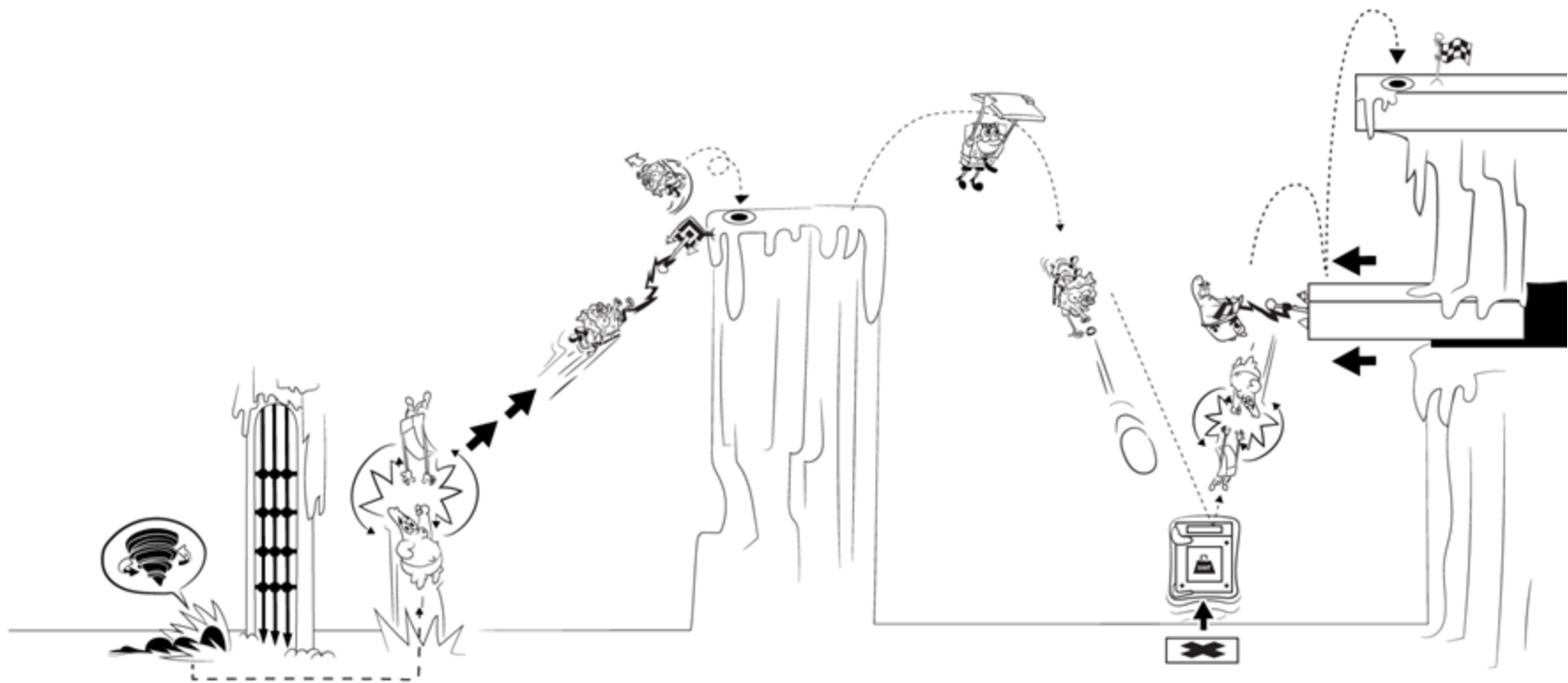
LIKE A METROIDVANIA, WE CAN DIFFERENTIATE DIGGABLE TERRAIN TO NOT DIGGABLE TERRAIN

**SPONGEBOB
GLIDING
WITH ELEMENTS
(WIND)**



**SPONGEBOB
GLIDING
NORMAL**



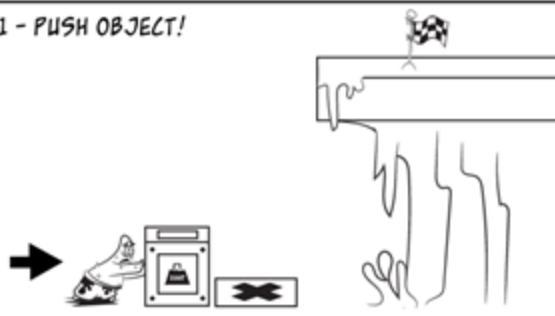


SPONGEBOB

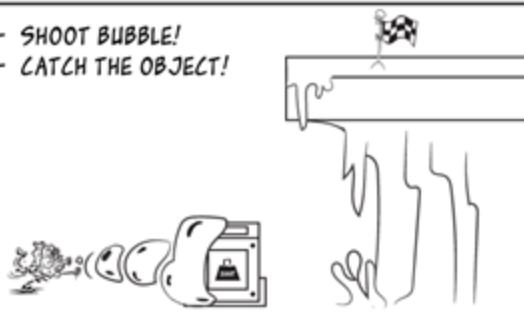
HAS THE ABILITY TO SHOOT BUBBLES!



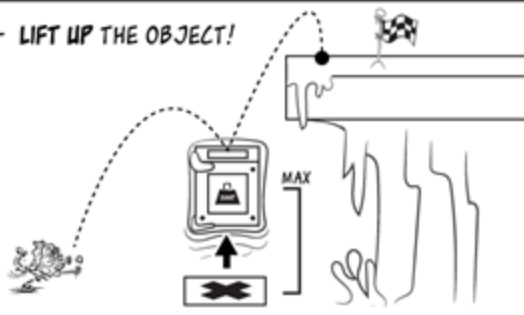
#1 - PUSH OBJECT!



#2 - SHOOT BUBBLE!
#3 - CATCH THE OBJECT!



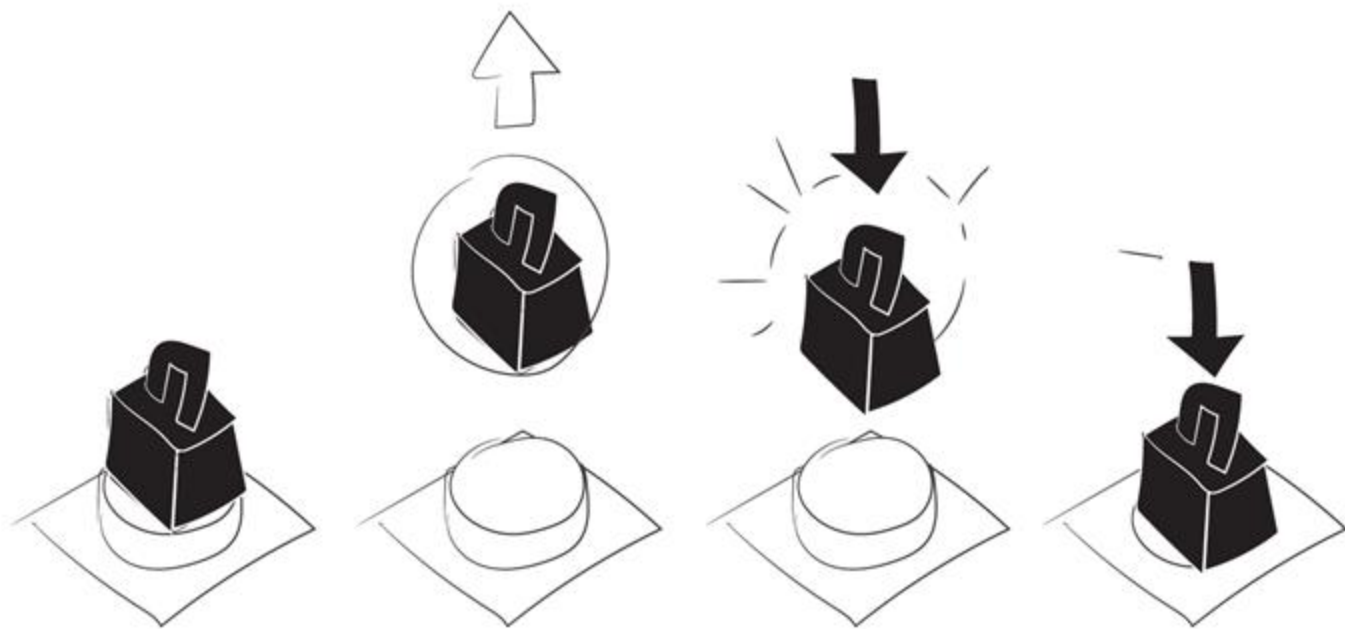
#4 - LIFT UP THE OBJECT!



PATRICK STAR

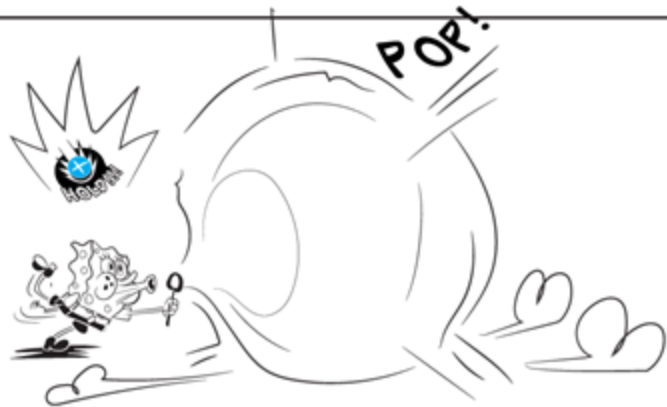
HAS THE ABILITY TO PUSH OBJECTS!







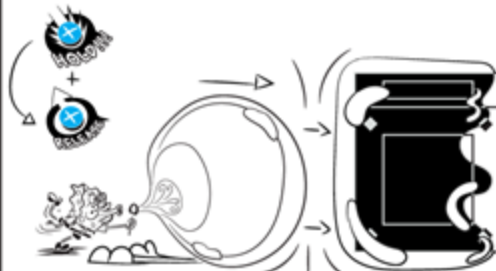
#1 - PRESS AND HOLD THE BUBBLE BUTTON TO INFLATE THE SUPER-BUBBLE.



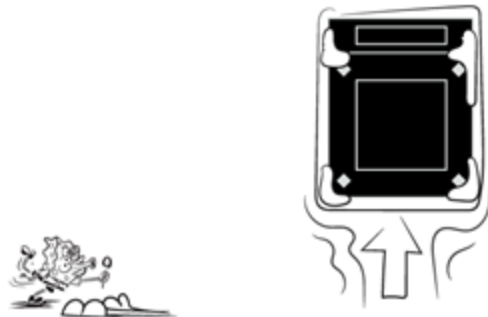
#1 - IF HELD FOR TOO LONG, THE SUPER-BUBBLE WILL BURST!



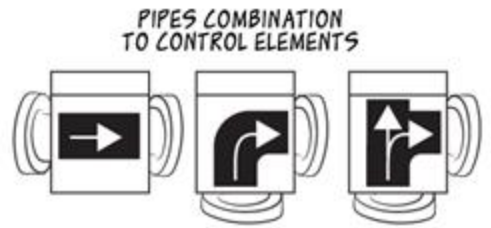
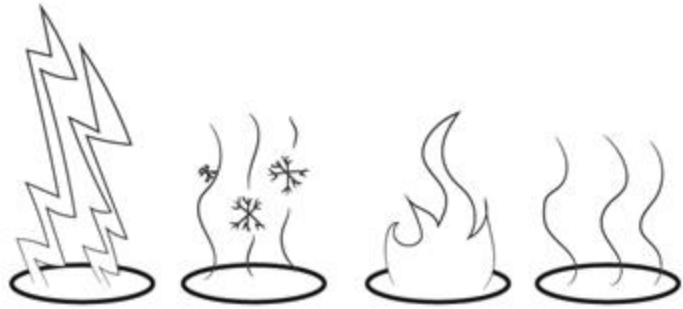
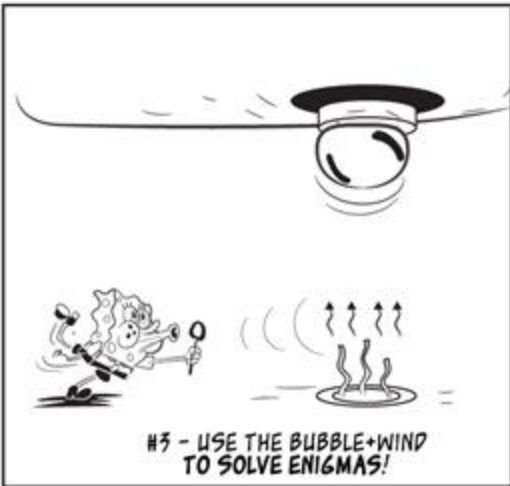
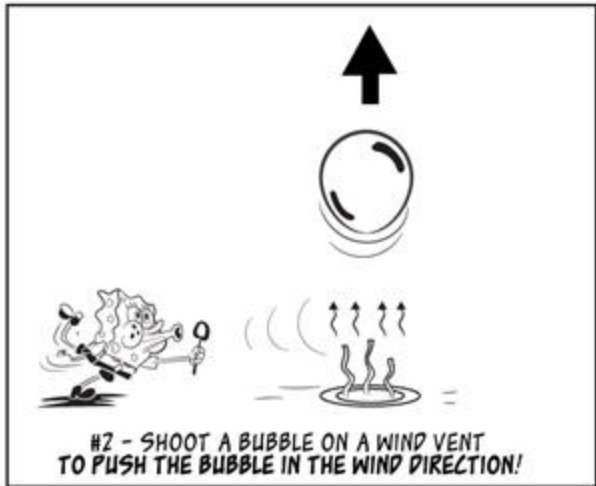
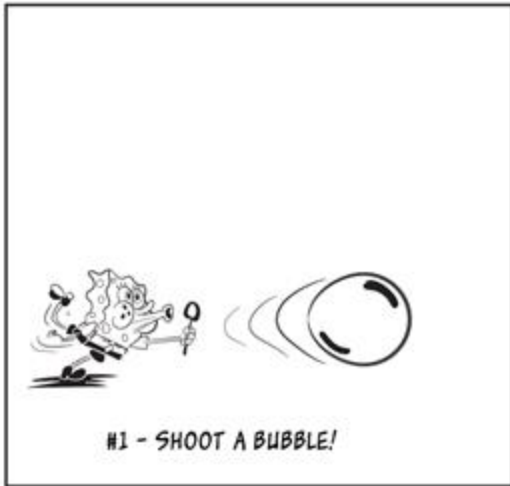
#1 - CLICK TO RELEASE THE BUBBLE!



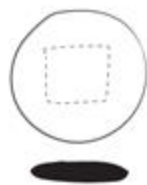
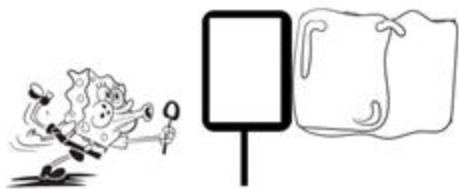
#1 - HOLD TO INFLATE THE BUBBLE!
#2 - RELEASE TO SHOOT THE GIANT BUBBLE!



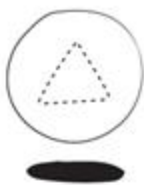
#5 - THE SUPER-BUBBLE HAS THE ABILITY TO LIFT THE GIANT OBJECT.



SHAPE SHIFTING BUBBLES



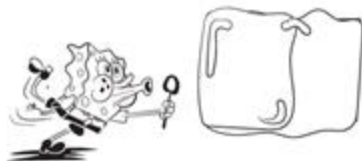
POWERUP
TIME LIMITED



POWERUP
TIME LIMITED



POWERUP
TIME LIMITED



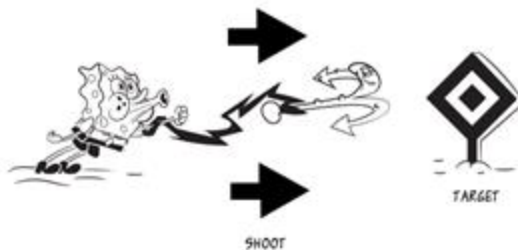
GRAPPLING GHOST HOOK!



BASIC

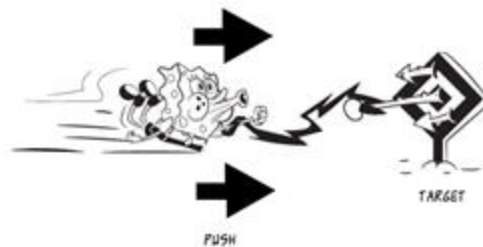
#1 SPONGEBOB

HAS THE ABILITY TO SHOOT A GRAPPLING HOOK.



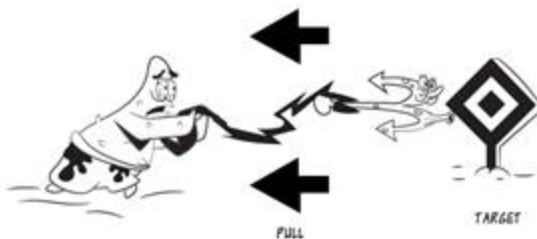
#2 SPONGEBOB

USING THE GRAPPLING HOOK,
SPONGEBOB CAN PROPEL HIMSELF FORWARD!



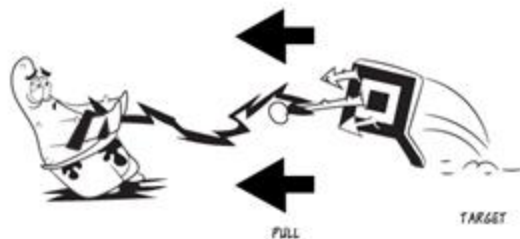
#1 PATRICK

HAS THE ABILITY TO SHOOT A GRAPPLING HOOK.



#2 PATRICK

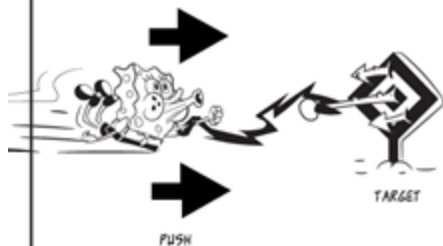
USING THE GRAPPLING HOOK,
PATRICK CAN PULL OBJECTS
OR TARGETS TOWARDS HIM!



ADVANCED

#1 SPONGEBOB

USING THE GRAPPLING HOOK,
SPONGEBOB CAN PROPEL HIMSELF FORWARD!



#2 SPONGEBOB

WILL STRIKE THE TARGET!



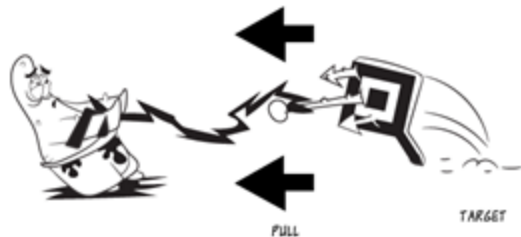
#3 SPONGEBOB

THE TARGET WILL BE PROPELLED FORWARD!



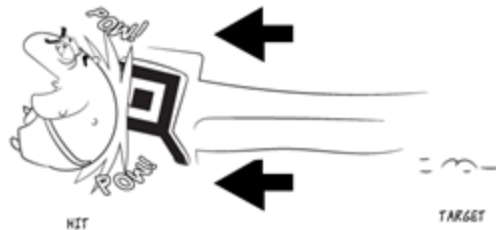
#1 PATRICK

USING THE GRAPPLING HOOK,
PATRICK CAN PULL OBJECTS
OR TARGETS TOWARDS HIM!



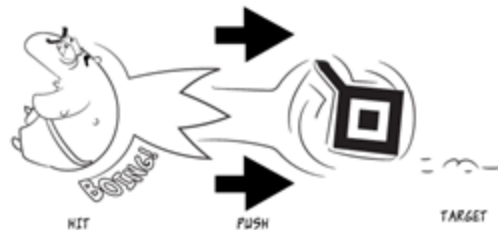
#2 PATRICK

WILL DELIVER A POWERFUL BLOW
TO THE PULLED TARGET!

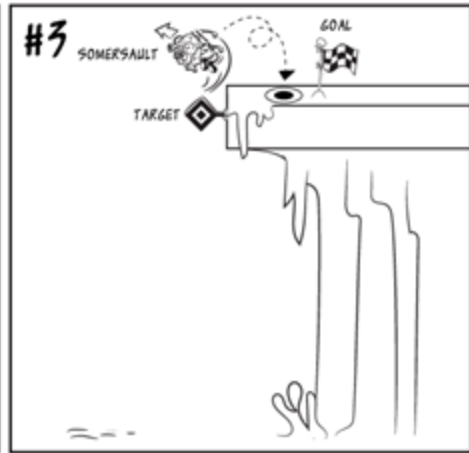
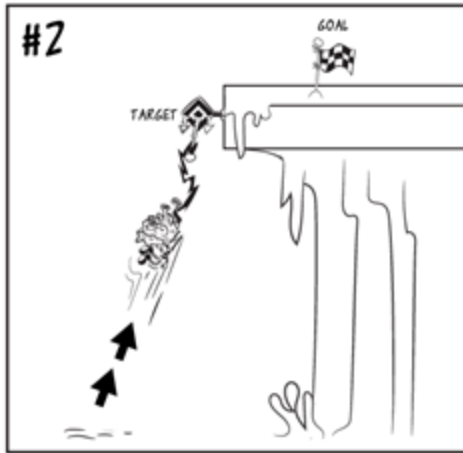
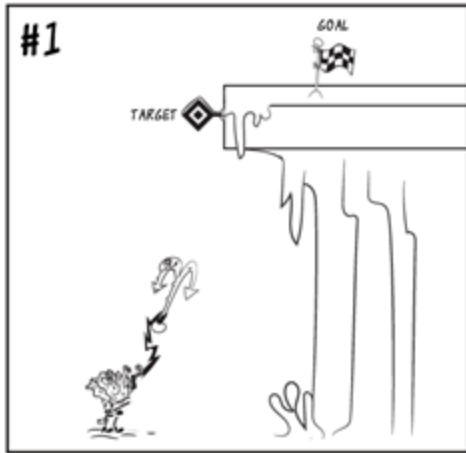


#3 PATRICK

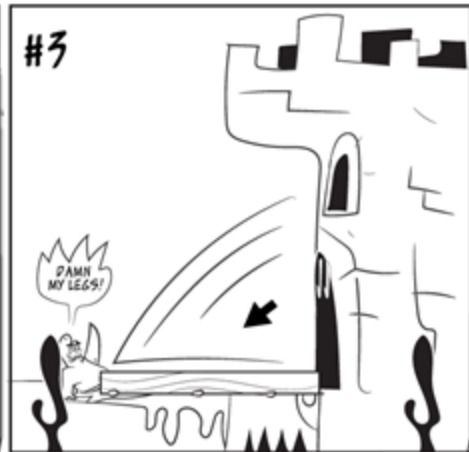
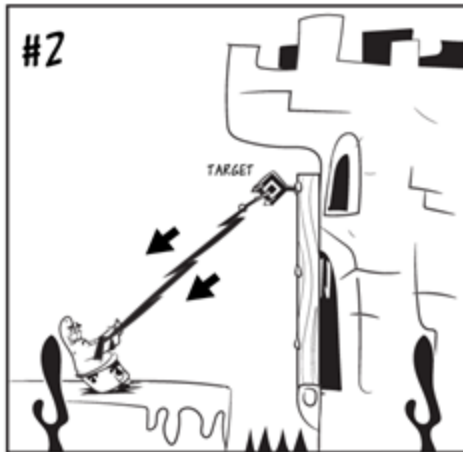
THE TARGET WILL BE PROPELLED FORWARD!



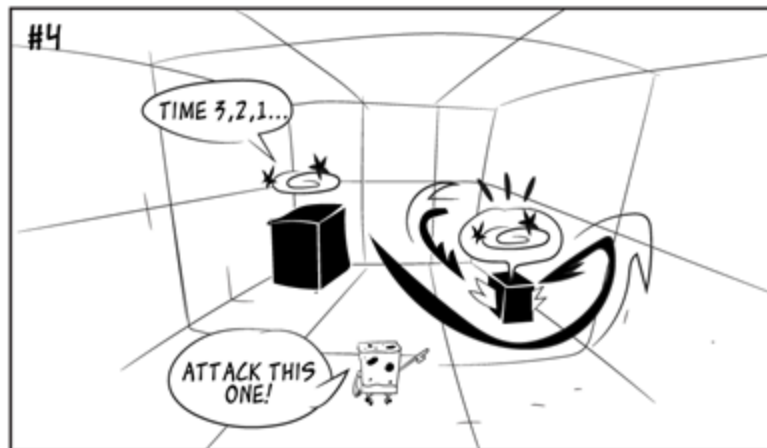
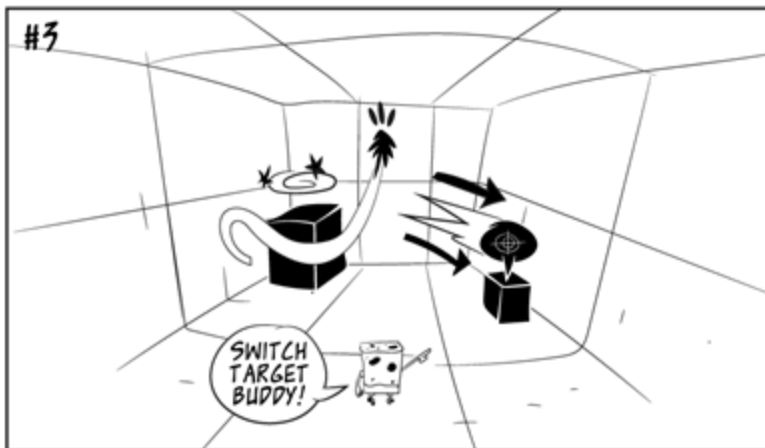
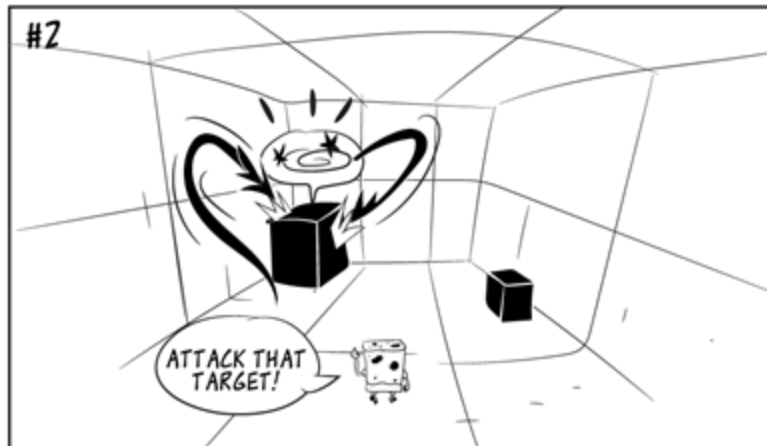
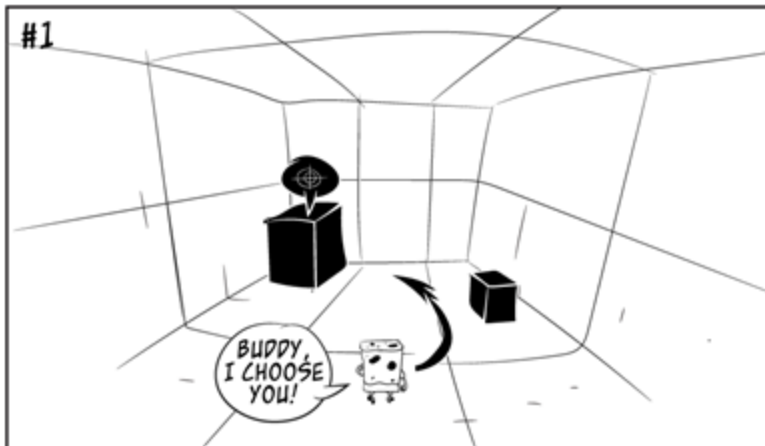
SPONGEBOB

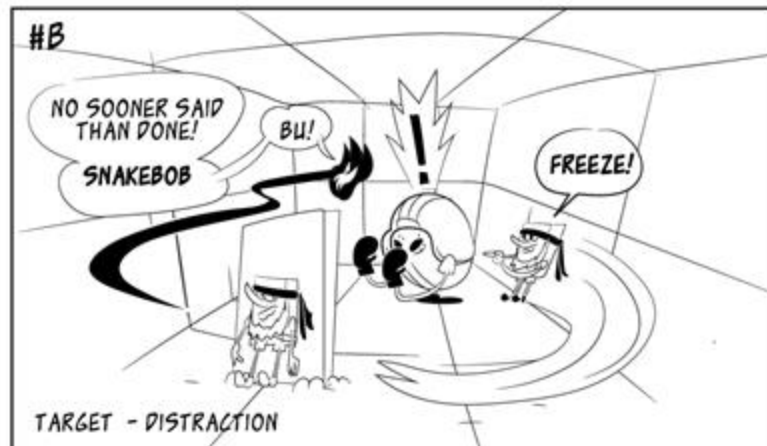
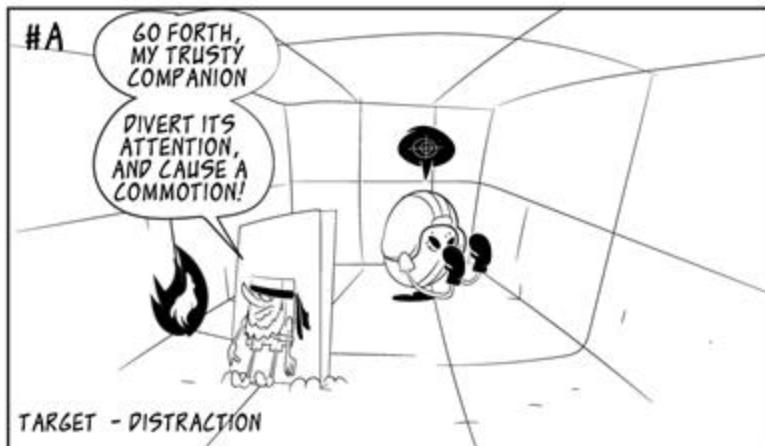


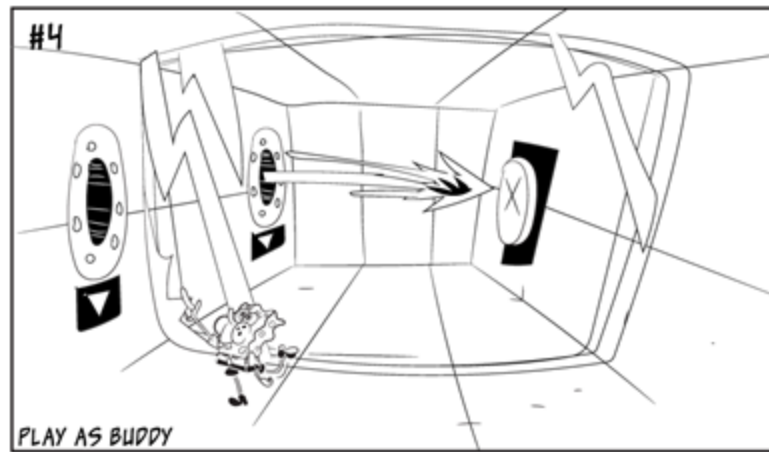
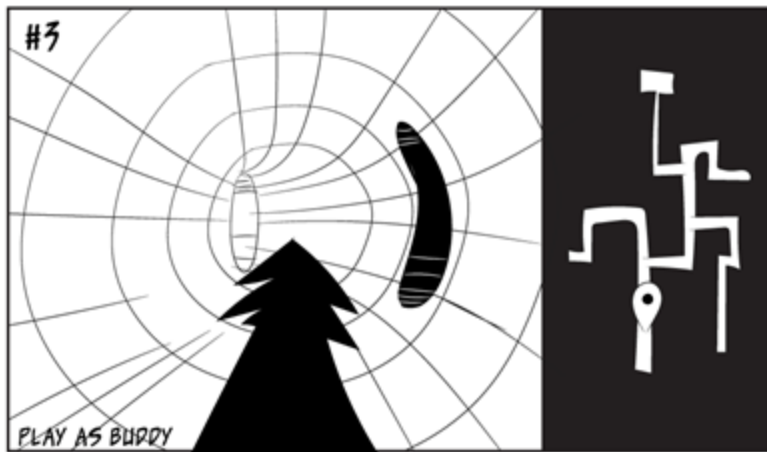
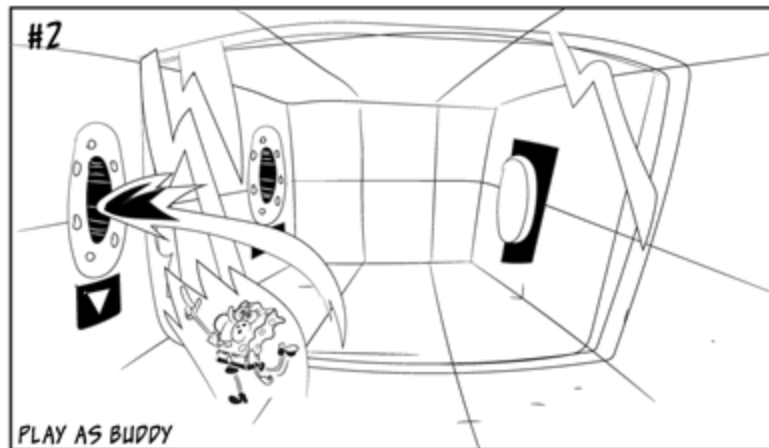
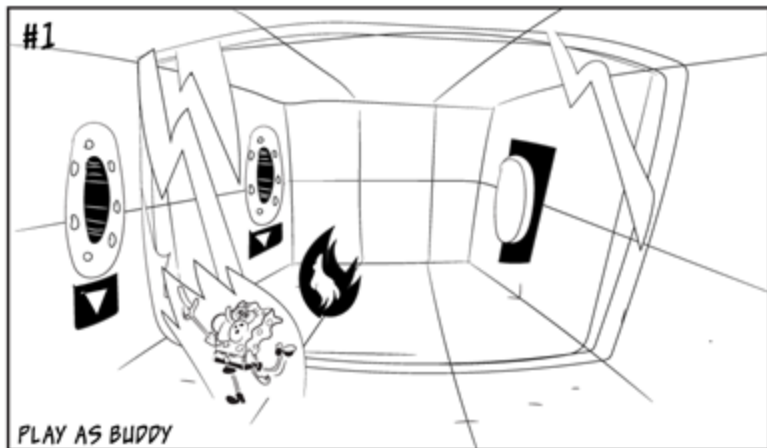
PATRICK

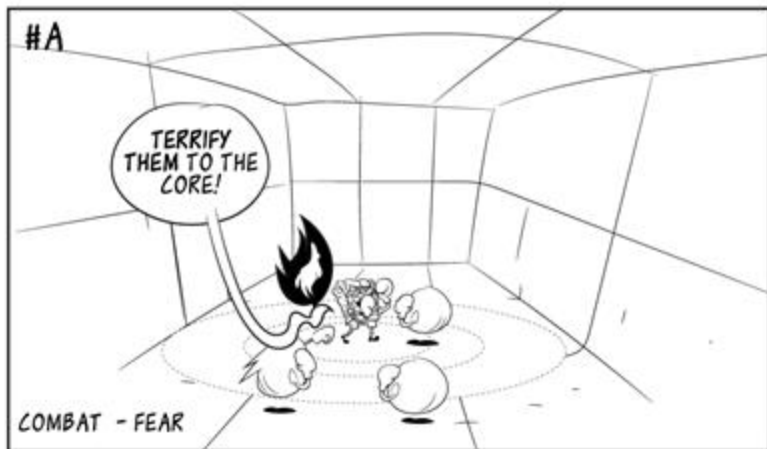
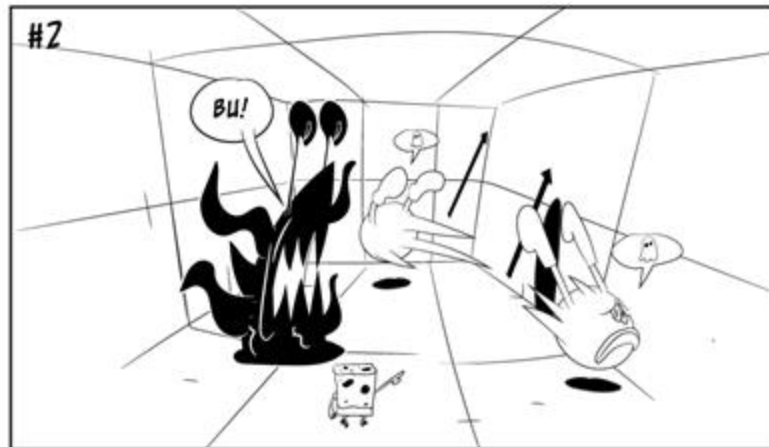
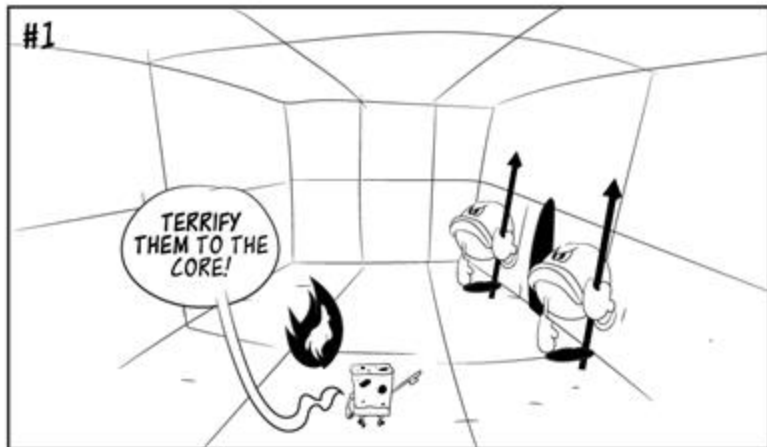


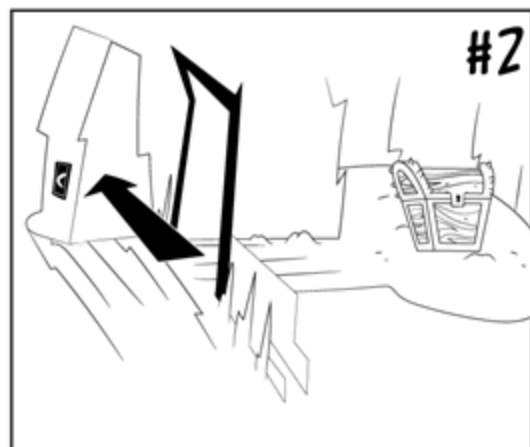
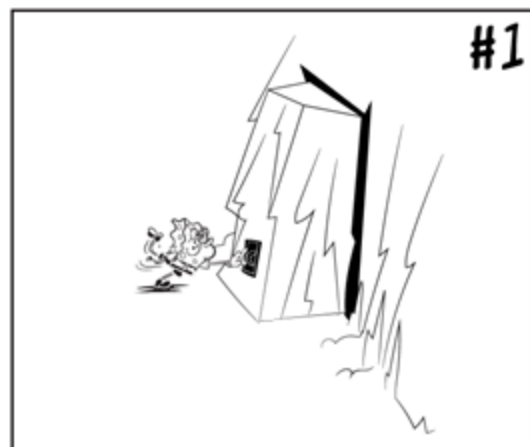
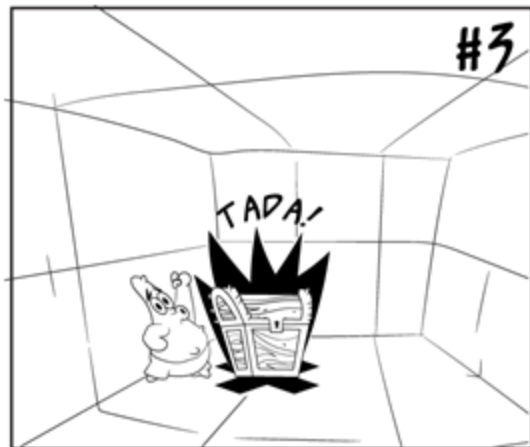
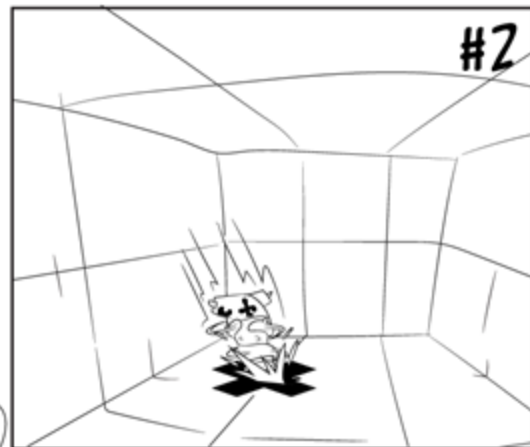
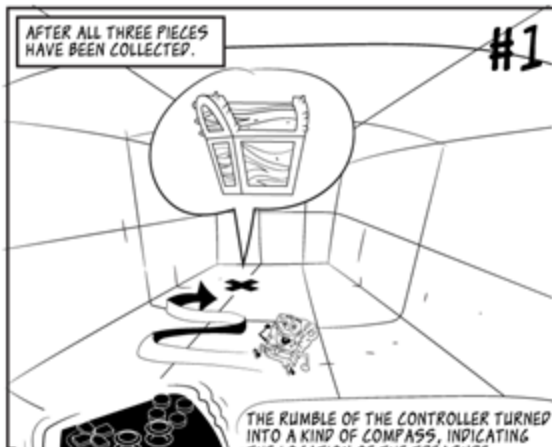




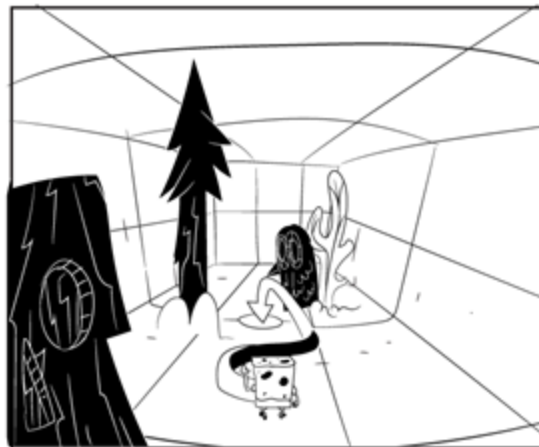


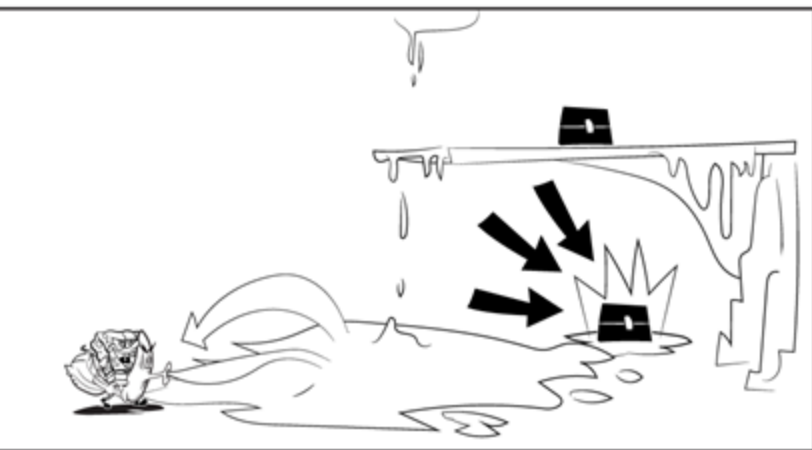
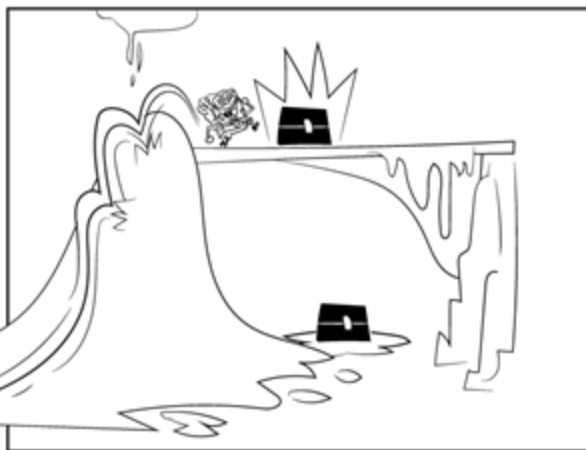
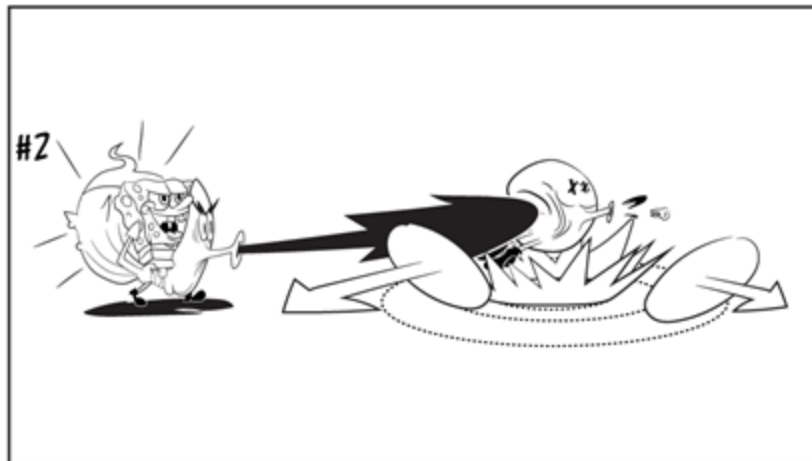
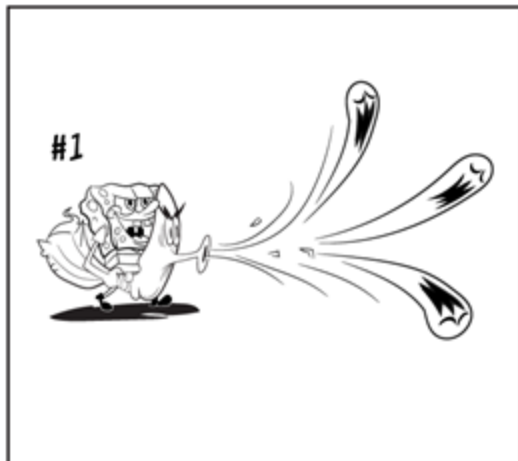


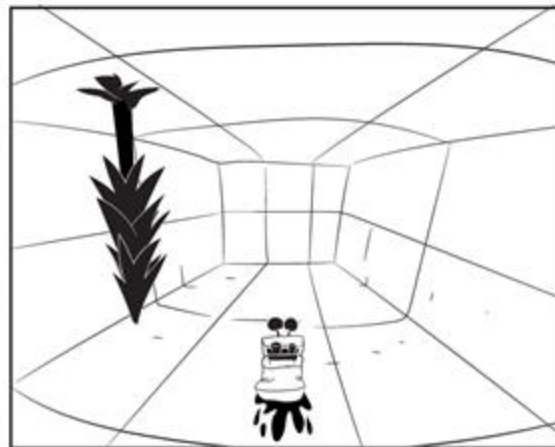
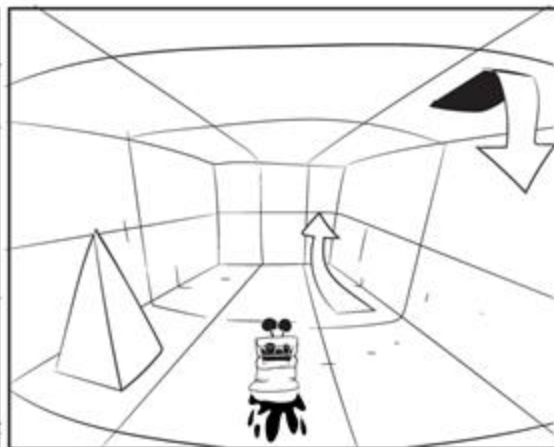
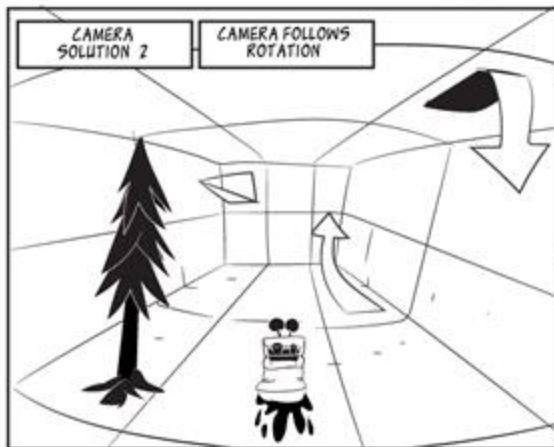
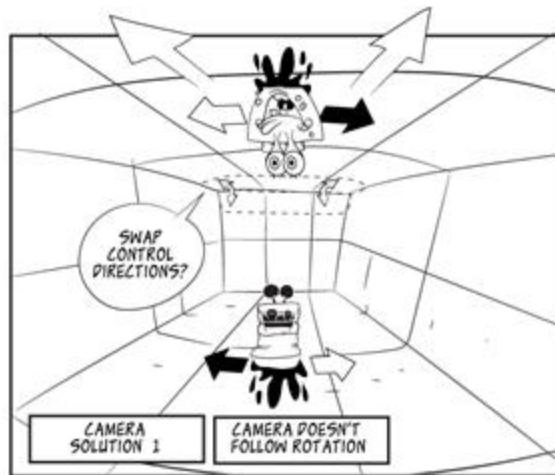
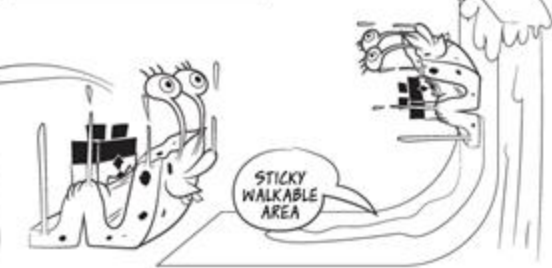
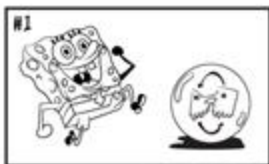
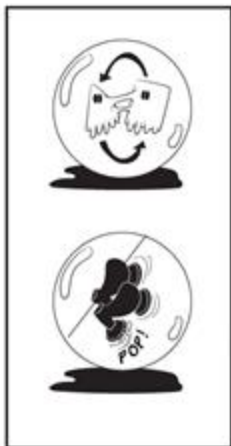


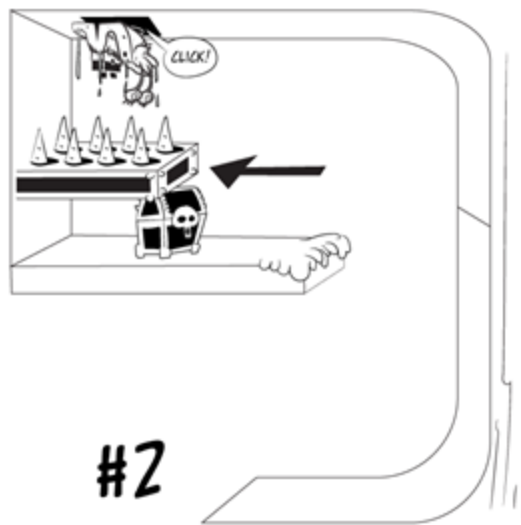
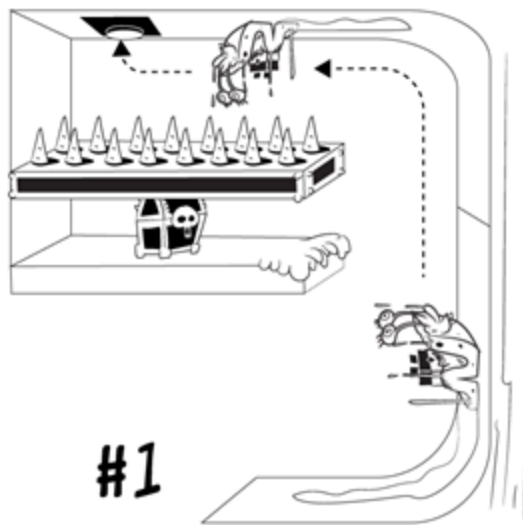


AFTER ALL THREE PIECES
HAVE BEEN COLLECTED.









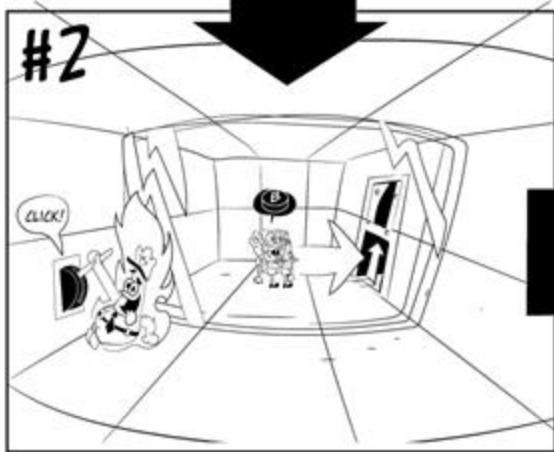
PATRICK HAS THE ABILITY TO
POSSSESS NON-PLAYABLE
CHARACTERS (NPCS) WITH A QI
LEVEL LOWER THAN HIS OWN.



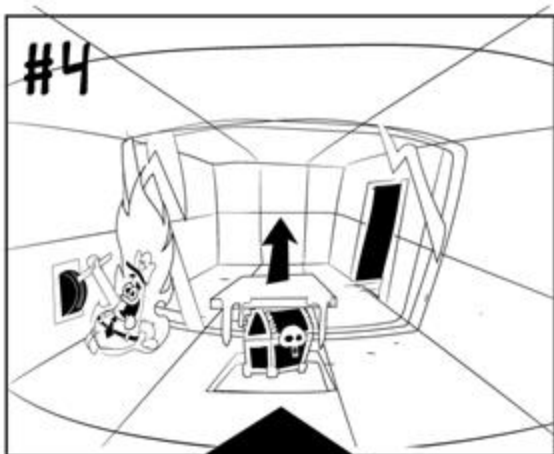
#1



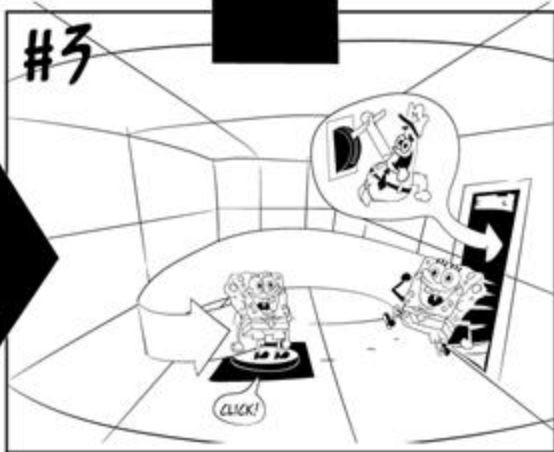
#2

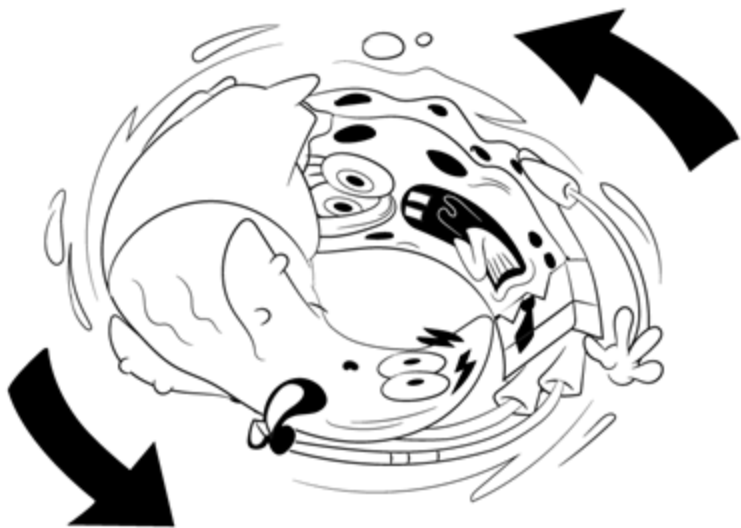


#4



#3







IN TEKKEN, THE GAME RUNS AT 30 FRAMES PER SECOND (30FPS), AND IT INCLUDES APPROXIMATELY 20 FRAMES OF ANIMATIONS FOR SWAPPING CHARACTERS.

IT TAKES APPROXIMATELY 0.66 SECONDS TO EXPLAIN THE ACTION.

EASILY SWAP FROM OUT OF THE SCREEN.



SHOULD IT CAUSE DAMAGE?

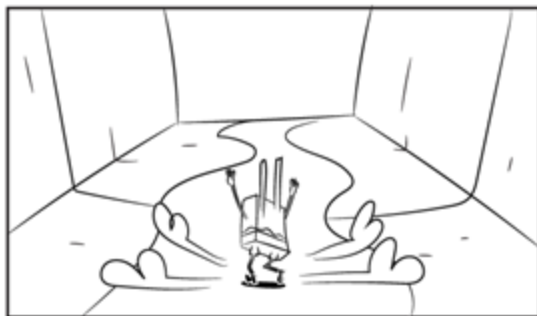


FAST AND DYNAMIC

IN SOME CASES, IT MAY SEEM ODD IF THERE IS A ROOF OVERHEAD.

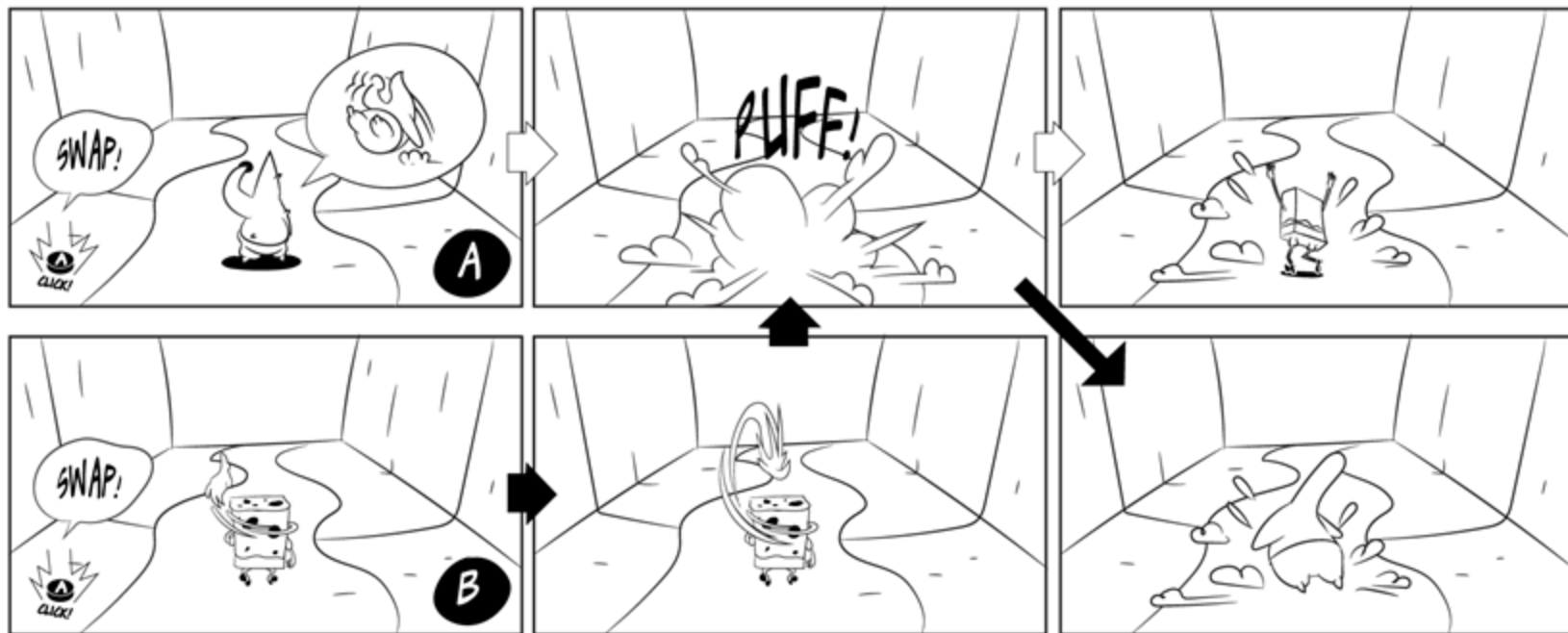
IN TEKKEN, THE GAME RUNS AT 30 FRAMES PER SECOND (30FPS), AND IT INCLUDES APPROXIMATELY 20 FRAMES OF ANIMATIONS FOR SWAPPING CHARACTERS.

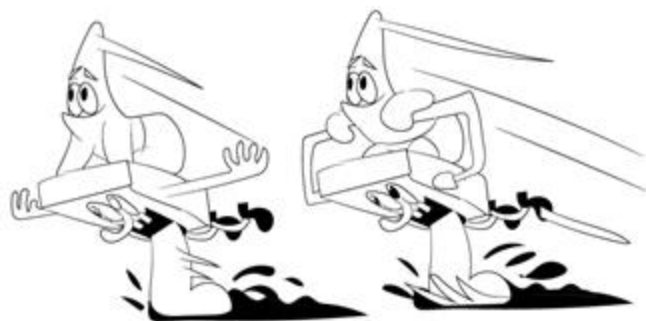
IT TAKES APPROXIMATELY 0.66 SECONDS TO EXPLAIN THE ACTION.

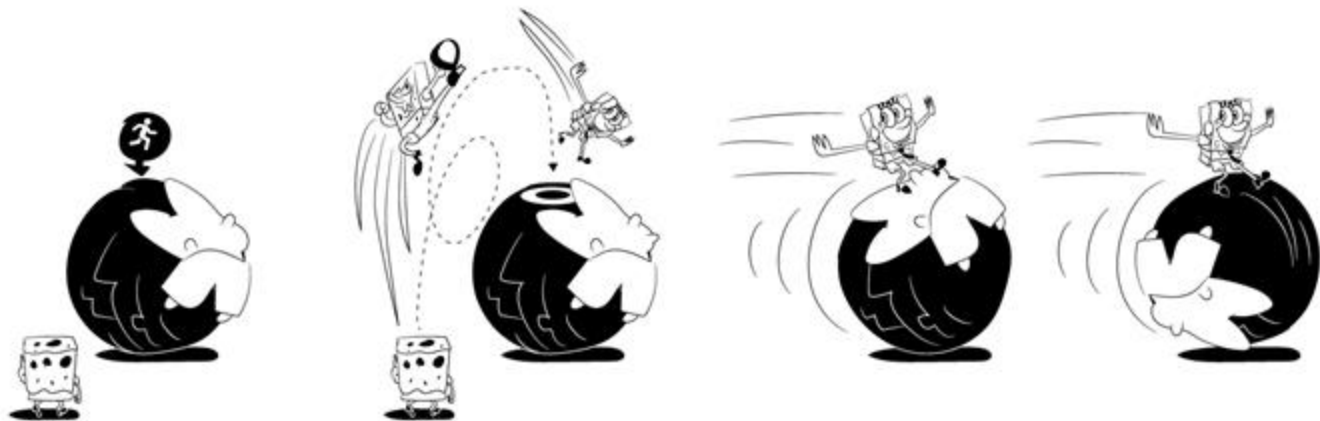


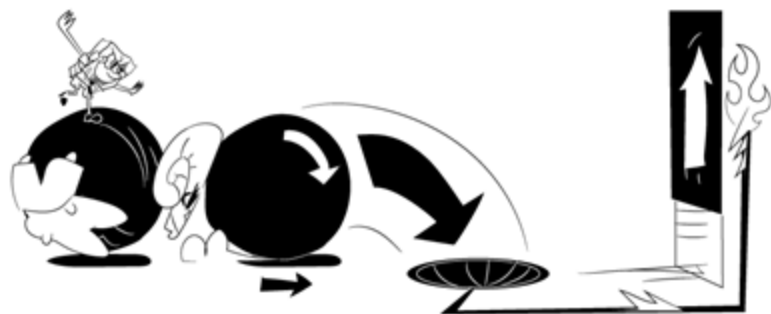
IN TEKKEN, THE GAME RUNS AT 30 FRAMES PER SECOND (30FPS), AND IT INCLUDES APPROXIMATELY 20 FRAMES OF ANIMATIONS FOR SWAPPING CHARACTERS.

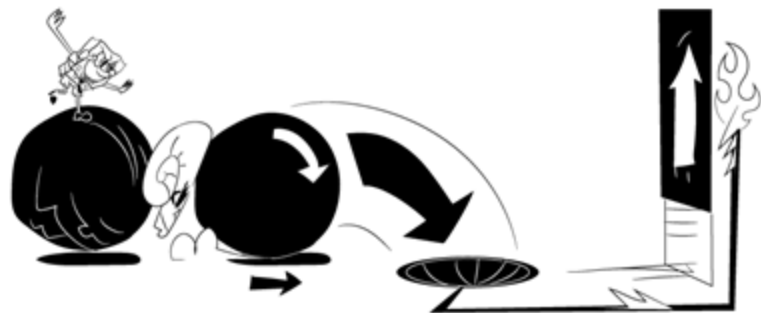
IT TAKES APPROXIMATELY 0.66 SECONDS TO EXPLAIN THE ACTION.

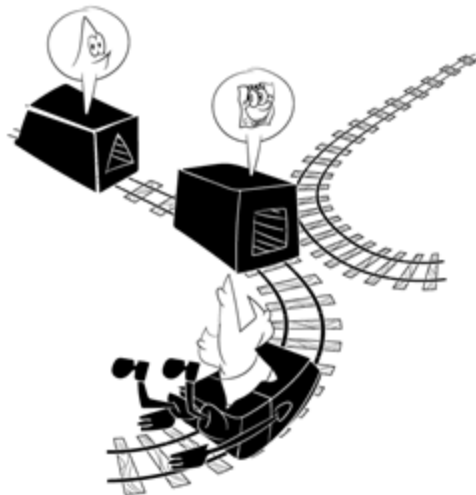
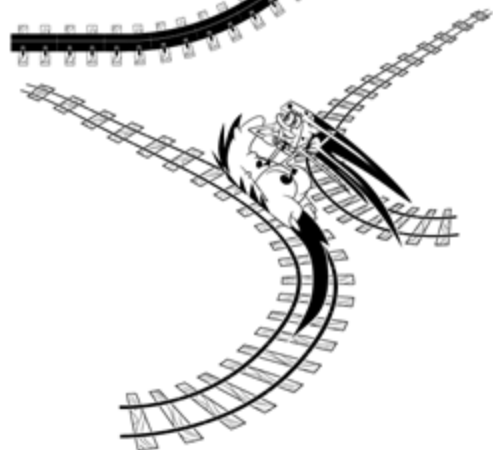
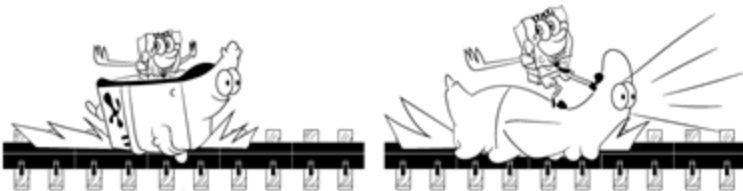
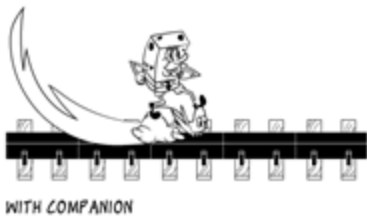
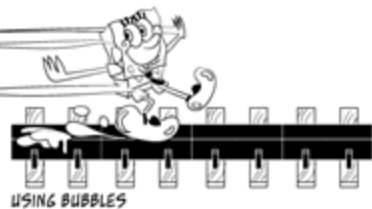
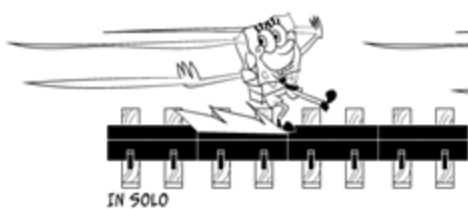
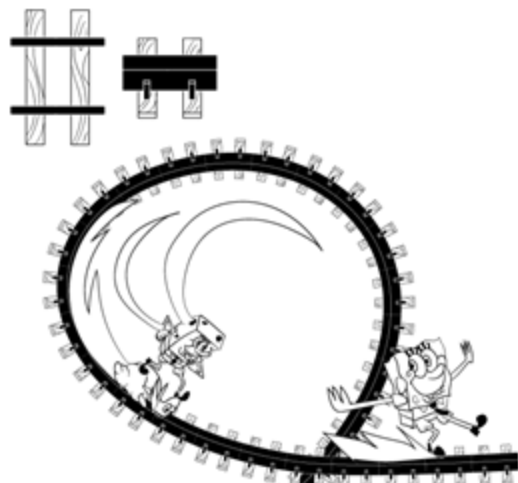


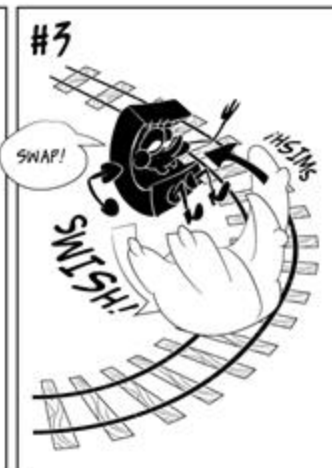
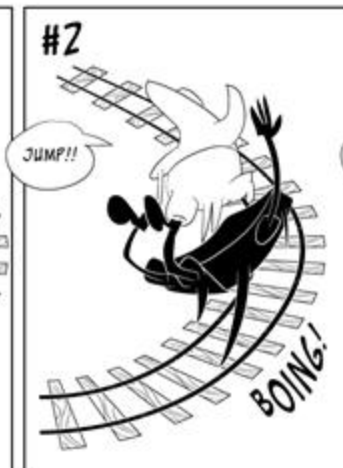
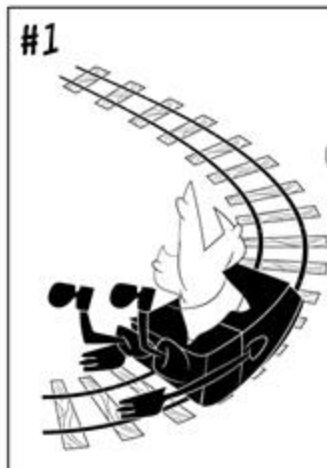










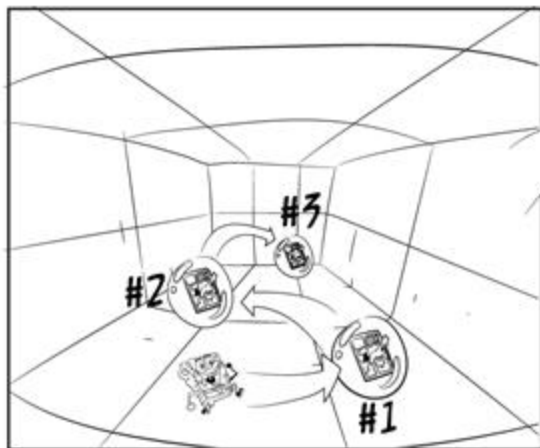




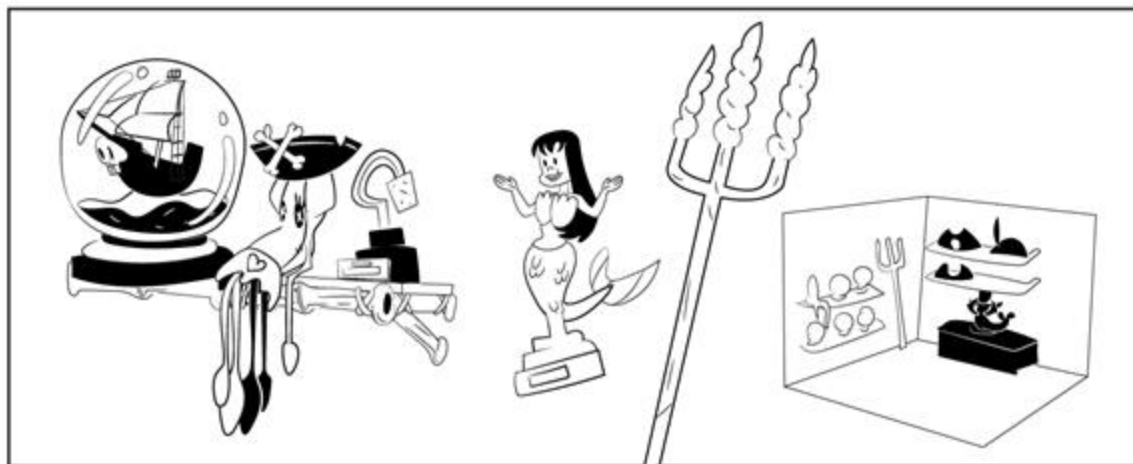




X3

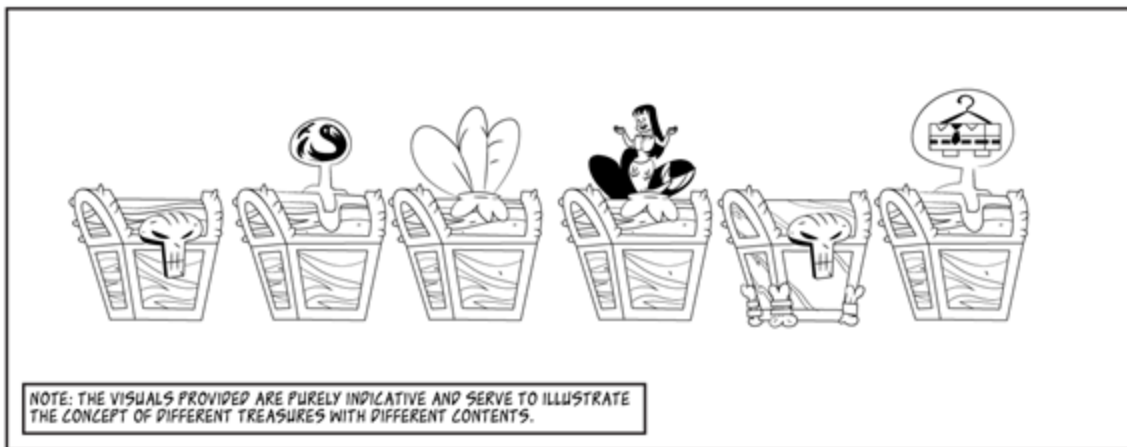
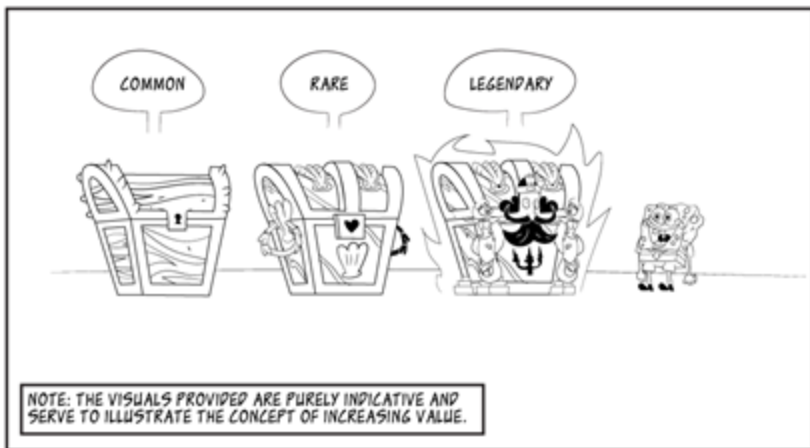


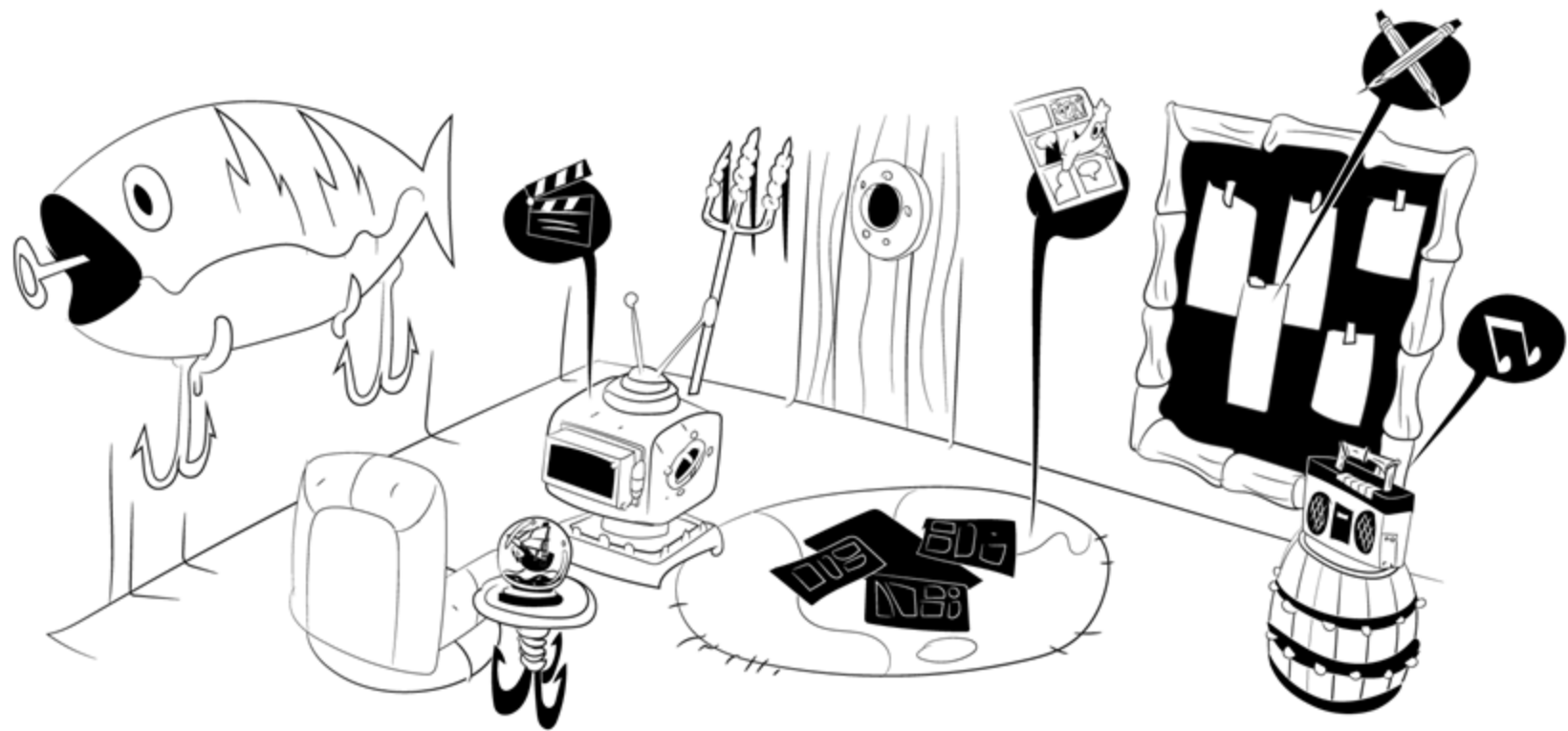
#4



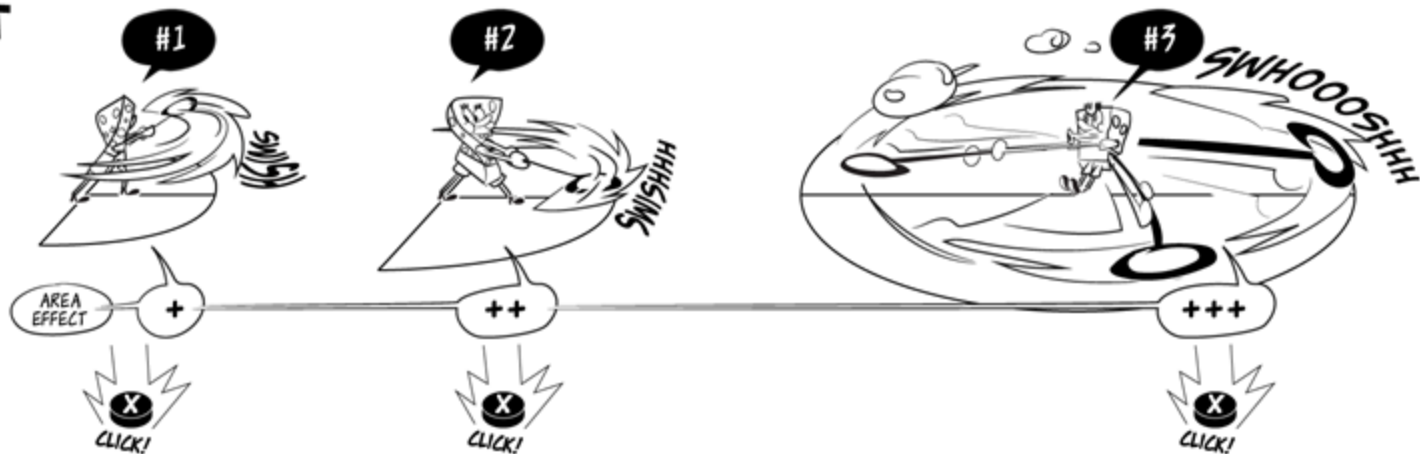
BOSS PIORAMA



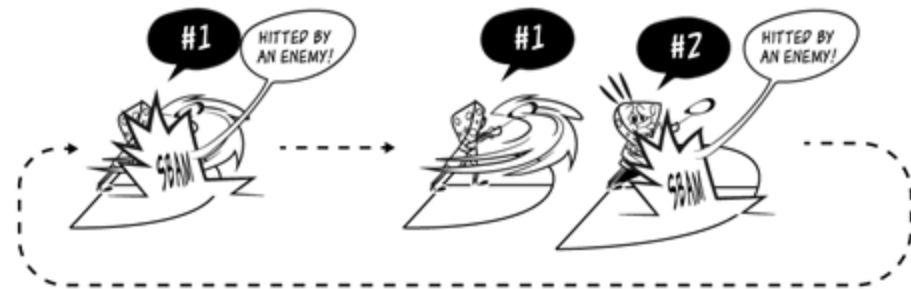




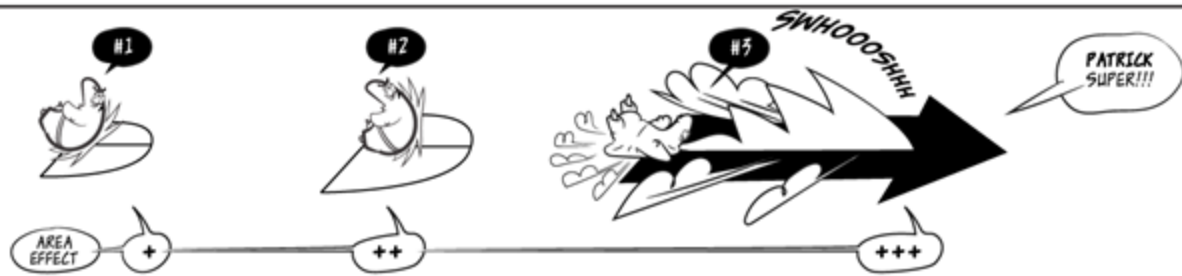
Multy combo COMBAT



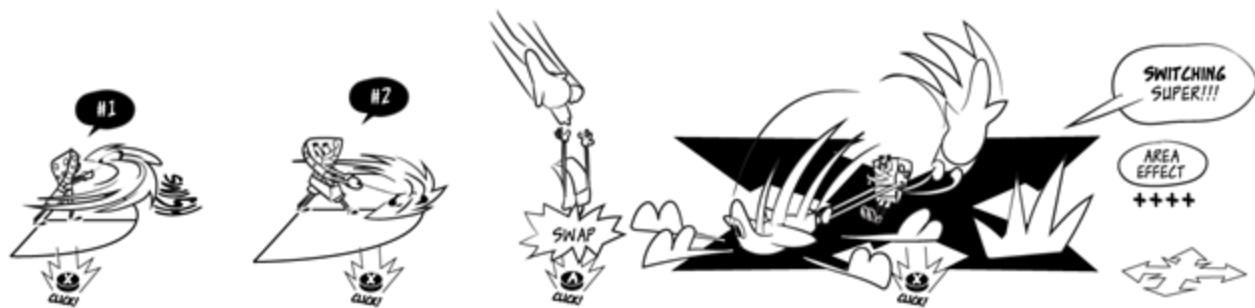
HIT!
IF THE PLAYER IS HIT, THE COMBO WILL BE RESET TO STEP 1



PATRICK



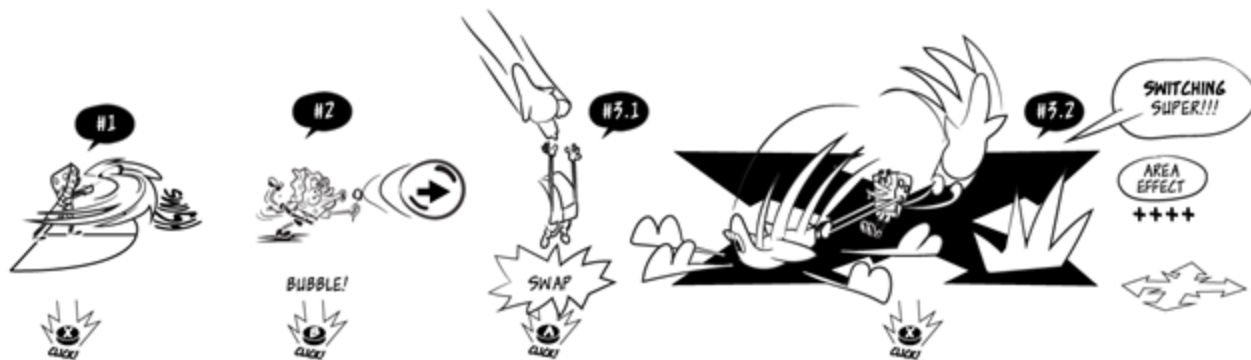
SWITCHING COMBO



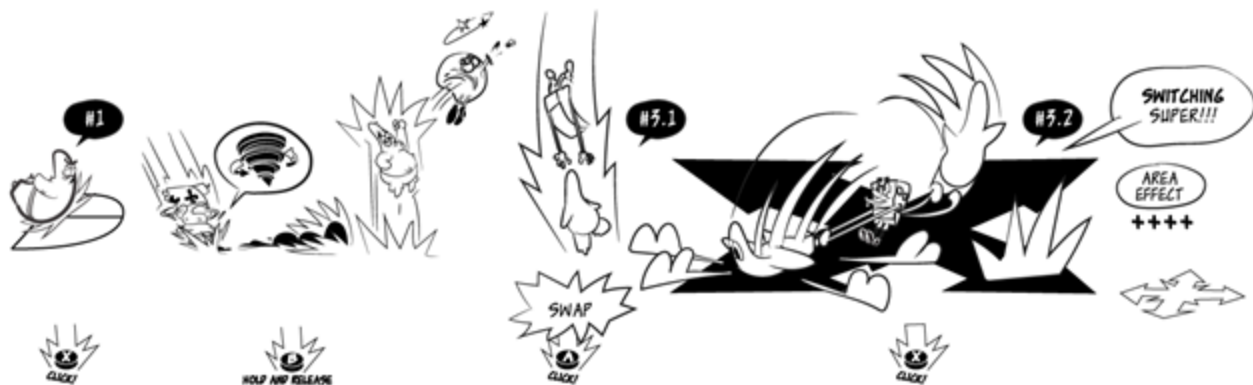
SPONGEBOB

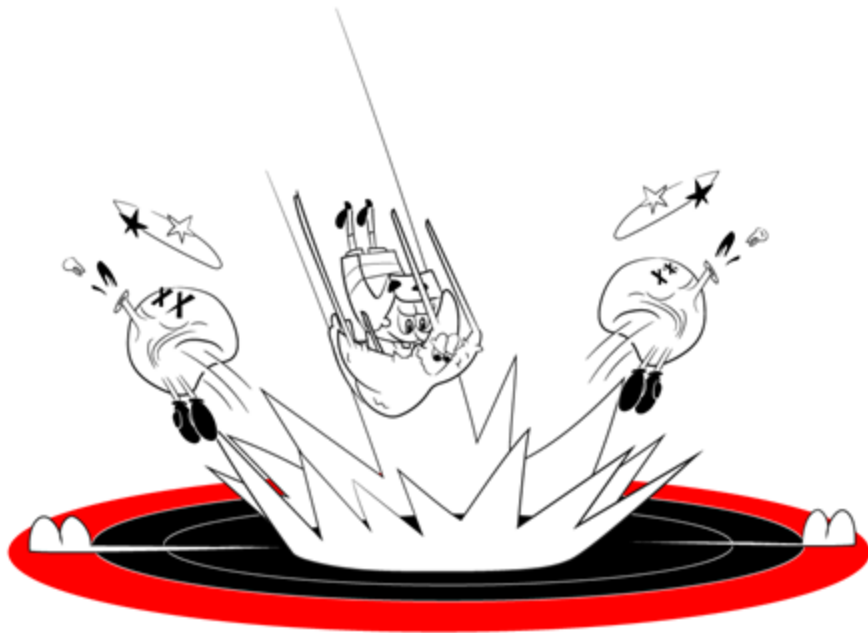


BUBBLE SWAP COMBO



BURROW COMBO





**BURROW
SWAP
COMBO A**



**BURROW
SWAP
COMBO B**





NORMAL



MODIFIED
POWERFUL VFX

IT IS VERY IMPORTANT TO DEFINE A CLEAR LANGUAGE THAT WILL BE REPEATED FOR THE ENTIRE GAME.



EXAMPLE: THE PLAYER STUMBLED UPON A VITAL AND ELUSIVE ITEM, THAT UNLOCK A SIGNIFICANT UPGRADE OR NEWFOUND ABILITY. BY BLENDING THE INGREDIENTS LISTED EARLIER, WE CAN DELIVER THE IDEA THAT THE ITEM SEAMLESSLY ASSIMILATED INTO THE PLAYER CHARACTER, INFUSING THEM WITH ITS POWER.



JELLY+1

JELLY+10



#1



#2



#3

THE DISTINCTION BETWEEN THE SMALL JELLY AND THE LARGER ONE SHOULD BE CLEAR. PERHAPS THE LARGER JELLY COULD HAVE A UNIQUE EFFECT TO DISTINGUISH ITSELF FROM THE OTHERS.
WHEN THE LARGER JELLY BURSTS, IT RELEASES SMALLER FLYING JELLIES THAT ARE DRAWN TOWARDS THE CHARACTER, AS IF THEY WERE ATTRACTED BY MAGNETS.

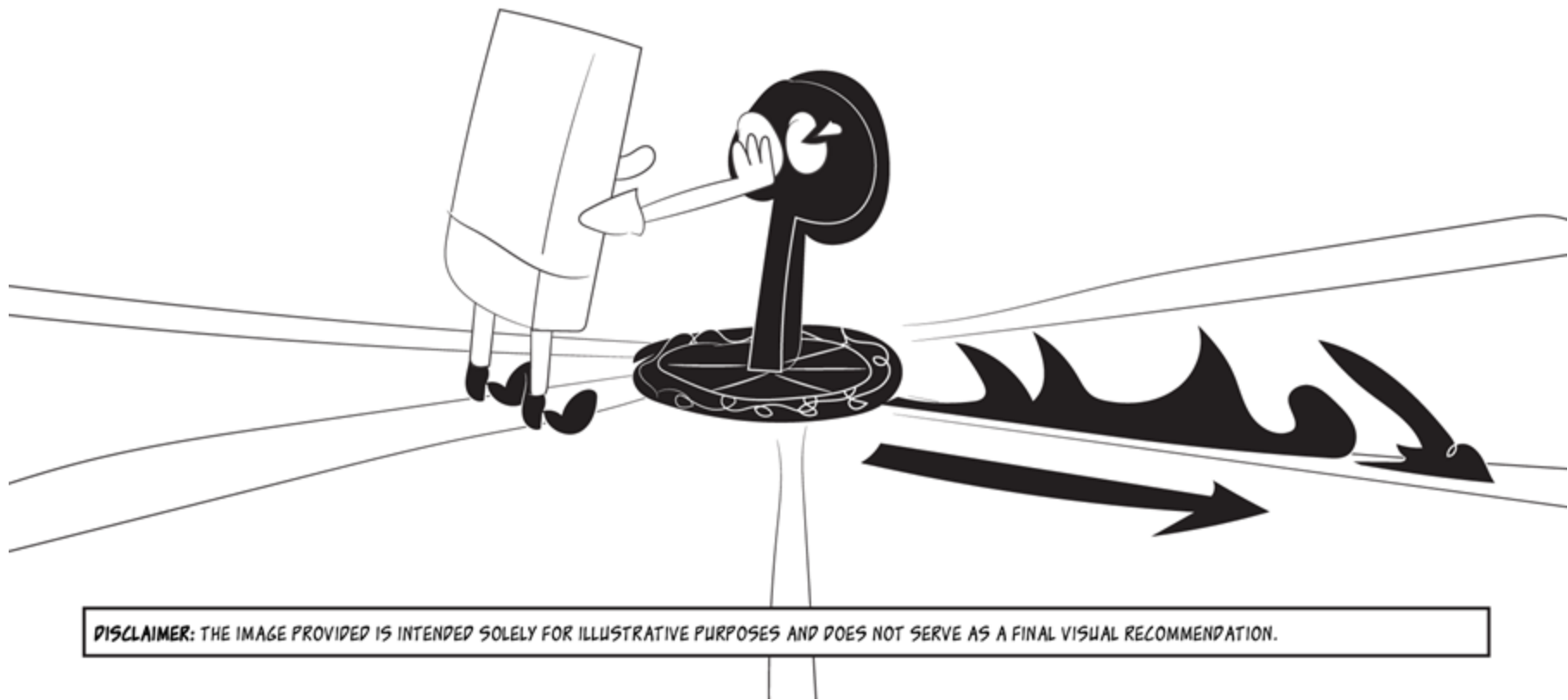
DISCLAIMER: THE IMAGE PROVIDED IS INTENDED SOLELY FOR ILLUSTRATIVE PURPOSES AND DOES NOT SERVE AS A FINAL VISUAL RECOMMENDATION.

THE BOSS IS DEFEATED,
TIME TO REWARD!



DISCLAIMER: THE IMAGE PROVIDED IS INTENDED SOLELY FOR ILLUSTRATIVE PURPOSES AND DOES NOT SERVE AS A FINAL VISUAL RECOMMENDATION.

SHORTLY AFTER, THEY
RETURNED TO THE BASE...



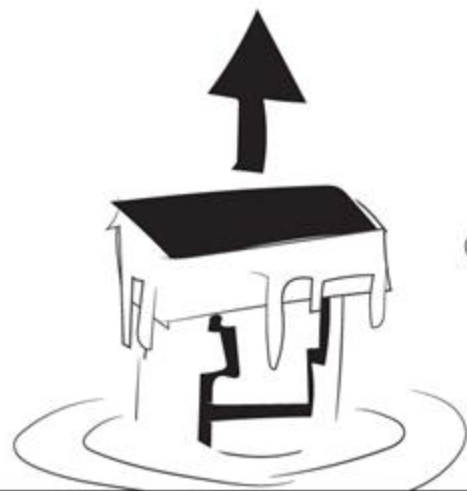
DISCLAIMER: THE IMAGE PROVIDED IS INTENDED SOLELY FOR ILLUSTRATIVE PURPOSES AND DOES NOT SERVE AS A FINAL VISUAL RECOMMENDATION.

SOMETHING WILL BE
UNLOCKED AS REACTION
TO THE LAST ACTION.



DISCLAIMER: THE IMAGE PROVIDED IS INTENDED SOLELY FOR ILLUSTRATIVE PURPOSES AND DOES NOT SERVE AS A FINAL VISUAL RECOMMENDATION.

SOMETHING WILL BE
UNLOCKED AS REACTION
TO THE LAST ACTION.



DISCLAIMER: THE IMAGE PROVIDED IS INTENDED SOLELY FOR ILLUSTRATIVE PURPOSES AND DOES NOT SERVE AS A FINAL VISUAL RECOMMENDATION.