Game design proposal:

Game name : Trippin' in Brno

Introduction

Trippin' in Brno is a 2D platformer game that is going to be developed withUnity that combines the challenging mechanics of Celeste with the thrill of skateboarding in the city of Brno. In this game, players will control a character on a skateboard as they navigate through various levels with the ultimate goal of visiting and experiencing the best pubs and bars Brno has to offer. The game blends platforming, exploration, and leisure in an engaging and visually appealing experience.

Gameplay Overview

Genre: 2D Platformer, Adventure
Platform: PC

Story and Setting

Players will step into the shoes of a skateboarding enthusiast (Just like me and my team) who has arrived in Brno for an unforgettable adventure. The character's mission is to explore the city, discover its hidden gems, and enjoy the diverse pub culture and try to get as many delicious beers as possible.

Key Features

Skateboarding Mechanics
Players control their character on a skateboard, using intuitive and responsive controls that include tricks, flips, and grinding mechanics.
The character's skateboard skills improve as players progress through the game, unlocking new abilities and customizations.

Varied Levels
Each level represents a different pub in Brno, complete with unique challenges, obstacles, and puzzles.
Players will encounter different characters and story elements as they explore the city, offering a dynamic and engaging narrative.
**Pub Exploration**
The primary objective of each level is to reach and enjoy a designated pub, such as the Karaoke bar, art bar, High five bar, stocks bar, anime bar, and more.
Within each pub, players can interact with patrons, participate in mini-games, and uncover secrets that enhance the overall experience.
Visual Aesthetics

The game features beautiful hand-drawn 2D art that captures the essence of Brno's streets and pubs, providing players with an immersive and visually stunning world to explore. Examples of art we have produced with my team for the characters:
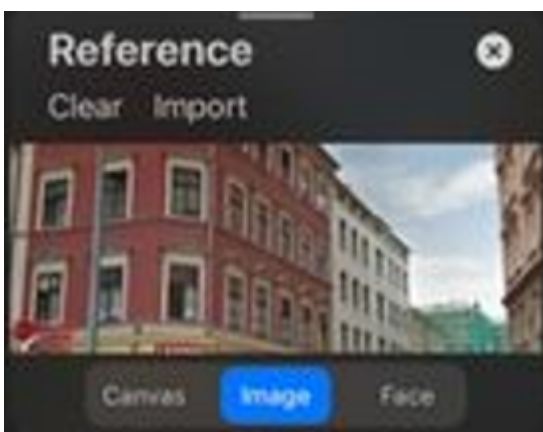
Progressive Difficulty

The game starts with approachable challenges and gradually increases in difficulty, ensuring both beginners and experienced players can enjoy the game. Though there are gonna be extra levels to collect beers which are more challenging then the usual main levels for those who want to get the 100% achievements.

Collectibles

Players can collect beets and items hidden throughout each level, which can be used to unlock additional skateboarding tricks, character customizations, or secrets related to the city.

Game Flow

Tutorial

The game begins with a brief tutorial that introduces players to the basic skateboarding mechanics. It takes place in a friendly park where players can practice their moves and learn how to control the skateboard.

Main Game

Players can explore Brno freely, selecting from a range of pubs to visit. Each pub represents a level with its own set of challenges. Completing a level unlocks new skating abilities and brings players closer to the ultimate goal of becoming the city's skateboarding legend.

Progression

As players advance through the levels and explore Brno's nightlife, they will uncover a deepening narrative that reveals the character's personal journey and connection with the city.

Conclusion

Trippin' in Brno is an engaging 2D platformer adventure that combines the thrill of skateboarding with the joy of exploring the vibrant pubs and culture of Brno. With captivating visuals, challenging gameplay, and a rich narrative, the game promises to provide players with a unique and memorable experience. It celebrates the spirit of exploration, adventure, and the joy of discovery in the heart of the Czech Republic.