How rainbows wither

Game Identity / Mantra:

Pixel-art action platformer with sneak element.

Design Pillars:

Ambient, Slow-paced, Dark

Genre/Story/Mechanics Summary:

The story of How rainbows wither is about war veteran, who after his wife's death has only one joy left in life: his sick daughter. To help her he needs to brave the war front to look for medicine. While there he remembers his time in war and he tries to evade the other soldiers while also fighting his demons.

No matter how much time he spends with his daughter which heals his emotional state, he still has his parental duty to try and save his daughter despite his worsening mental state.

We use an unique game mechanic, which changes a viewport of player (color, camera effects) based on decisions of player and time spent in levels. This change signifies a wavering emotional state of the main character. The worse his emotional state, the closer he is to his nightmare…

Features:

Various camera effects based on actions of a player, "rewarding" player when killing as little enemies as possible (by not making enemies stronger)

Interface:

The player moves using keys W,A,S and D or arrows and interacts with items or environment with E.

Art Style:

While designing How rainbows wither we were taking inspiration from game This War of Mine.



Music/Sound:

The music we used in How rainbows wither was made by us and we were trying to evoke 2 types of emotional states in player. The more peaceful music should evoke state of calm and happiness, signifying the “Dream” of a player. On the other hand, the more action-like music should evoke a state of distress and remind the main character of bad memories. This type of music signifies the “Nightmare”.

Assets used:

https://penusbmic.itch.io/the-dark-series-city-tileset
https://anokolisa.itch.io/sidescroller-shooter-central-city
https://cainos.itch.io/pixel-art-platformer-village-props
https://anokolisa.itch.io/legacy-vania-pack-vilage
https://brullov.itch.io/oak-woods
https://a7dev.netlify.app/