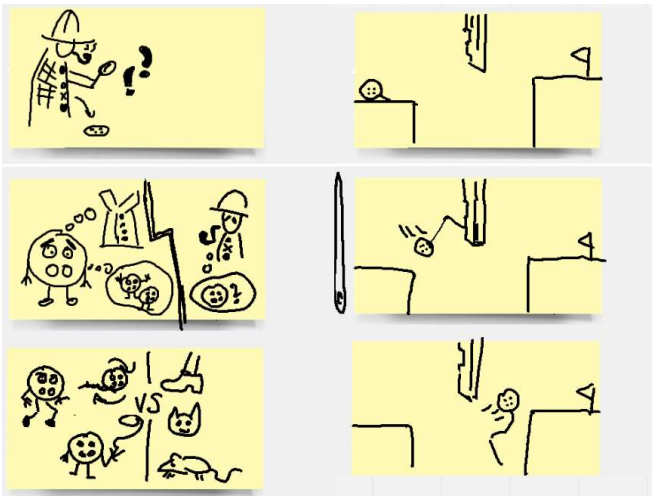
The story of lost button

Game Identity:

A platformer game about a button looking for a way home.

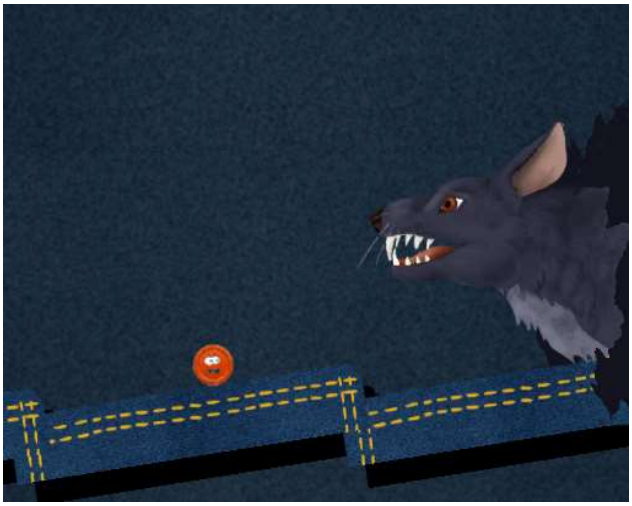


Design Pillars:\

Adventure. Story. Challenging.

Genre/Story/Mechanics Summary:

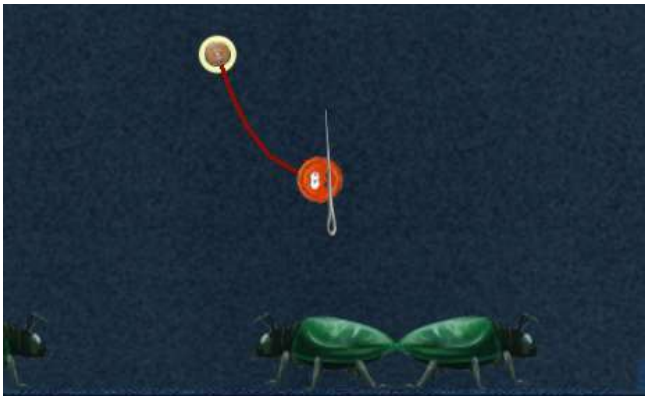
The player, a button that fell from a coat, is looking for a way back up to the coat. During his travels he navigates through obstacles, platforms and enemies. Players can collect items, which help them avoid dangers and resolve problems.



Features:

-Cool ways to move around
- -grappling hook
- -walljump
- -trampoline
- -rolling

-Boss fight
-Collectible items



Interface:

Arrow keys - move around
Z - perform contextual action
X - perform attack

Art Style:

2D stylized hand-painted art style. Inspired by popular web based platformers.

Music/Sound:

Upbeat melodies to provide ambient to the gameplay.