Captain Splash!

3C Document

ISART DIGITAL

tired Hummingbirds Studio

Summary

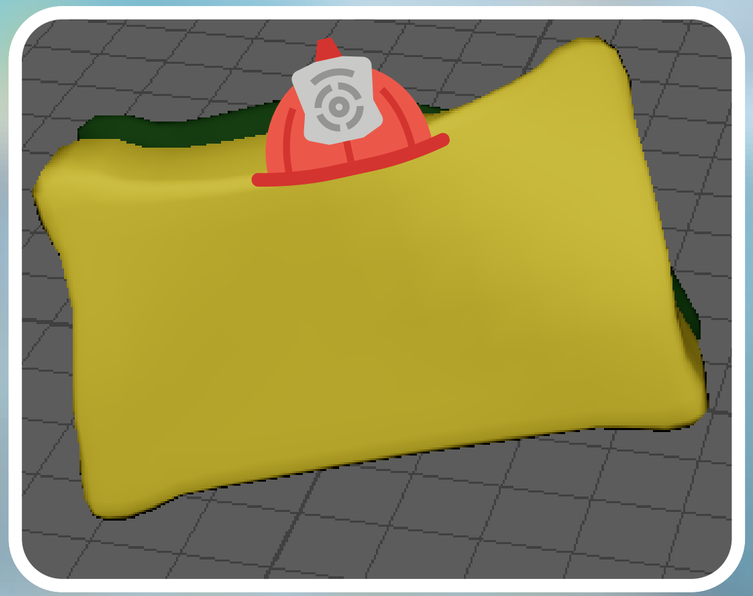
Intention

Concept

Play as a firefighting sponge in a giant house!

the bathroom is flooded, there is a fire in the kitchen... but don't worry, Captain Splash is here to restore peace!

Absorb water, extinguish fires, repeat ! You can grow and shrink as you wish in this brand new puzzle-platformer.



References

A sponge

Astrobot: Rescue Mission

Splatoon 2

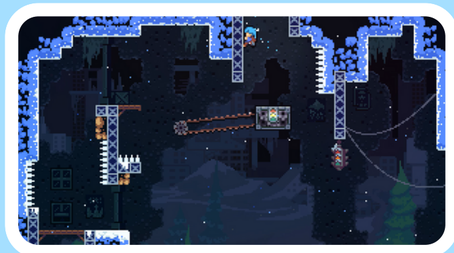
Super Mario Sunshine

Spongebob Squarepants: Battle at Bikini Bottom

this game has a sponge as it's main character and doesn't even use it's properties.

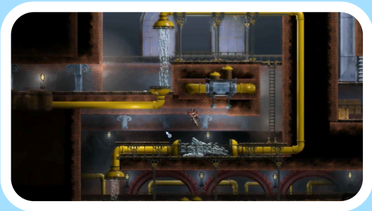
the sponge's properties are very well exploited in these games. We want the player to do actions he finds intuitive.

Zelda BOTW Shai Yota Shrine



Celeste

these are more precise mechanics we would like to implement such as Celeste's wall-scratch or Zelda's glide.



Vessel

Kirby's puzzles

these are related to Context Cameras in puzzle areas. We are looking for something that supports the player

References

the sponge can fly !

the sponge can slide !

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character

the sponge has two states. It can be dry and tiny, OR wet and bulky. When dry, the sponge is lighter, faster, and has a lot of air control. When wet, it's heavier and can slide.

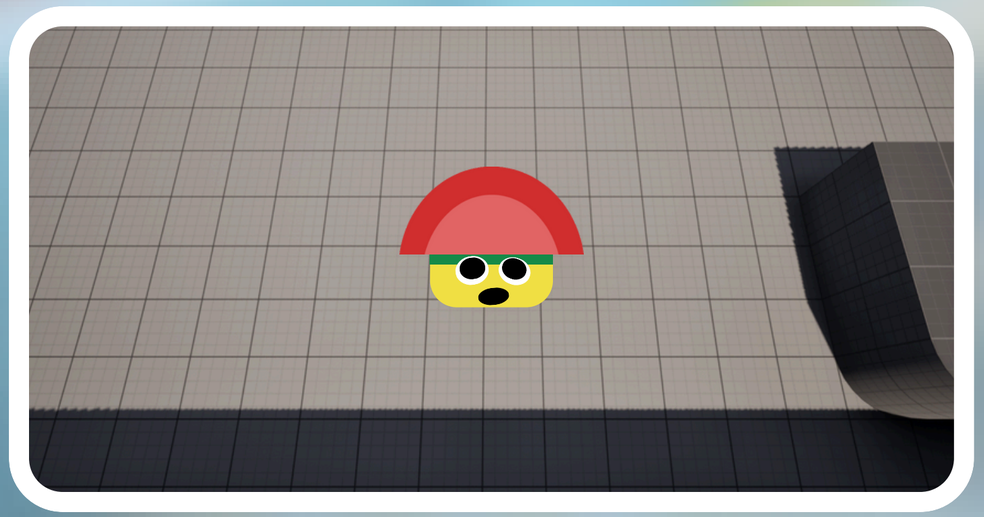
the idea is to highlight a sponge's natural properties so the player's actions seems logical.

Dry actions	Wet actions
• Walk quickly (bounce!) • Jump and double-jump with air control • Wall-scratch • can absorb water	• Walk slowly • Cannot jump • Cannot wall-scratch • Squeeze out water (with or without direction) • Be heavy

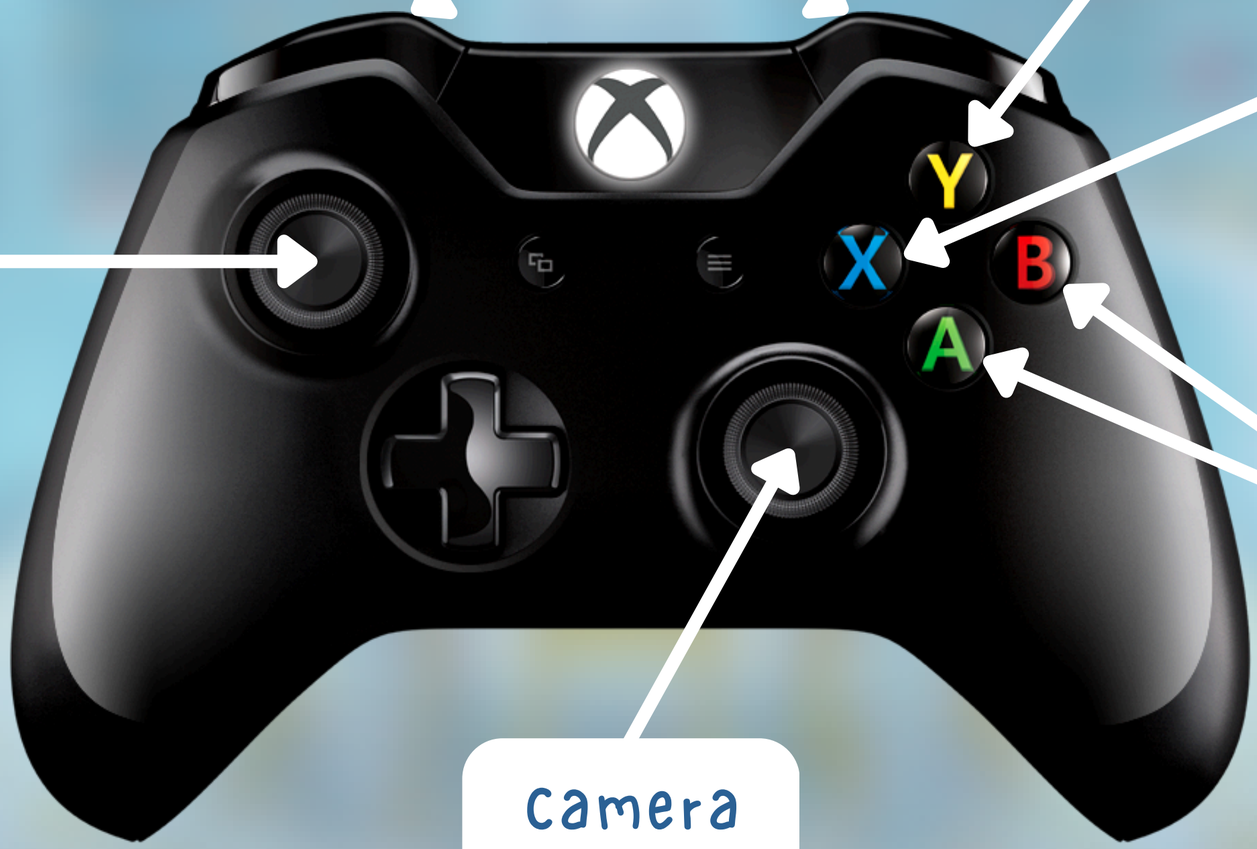
camera

the camera follows the player with top-down perspective view. It changes depending on the player's current state !

When the sponge is wet, the view enlarges and allows the player to better visualise their environement.



Controller



Scratch

Squeeze out

Interact

Move

Jump

Camera

technical view

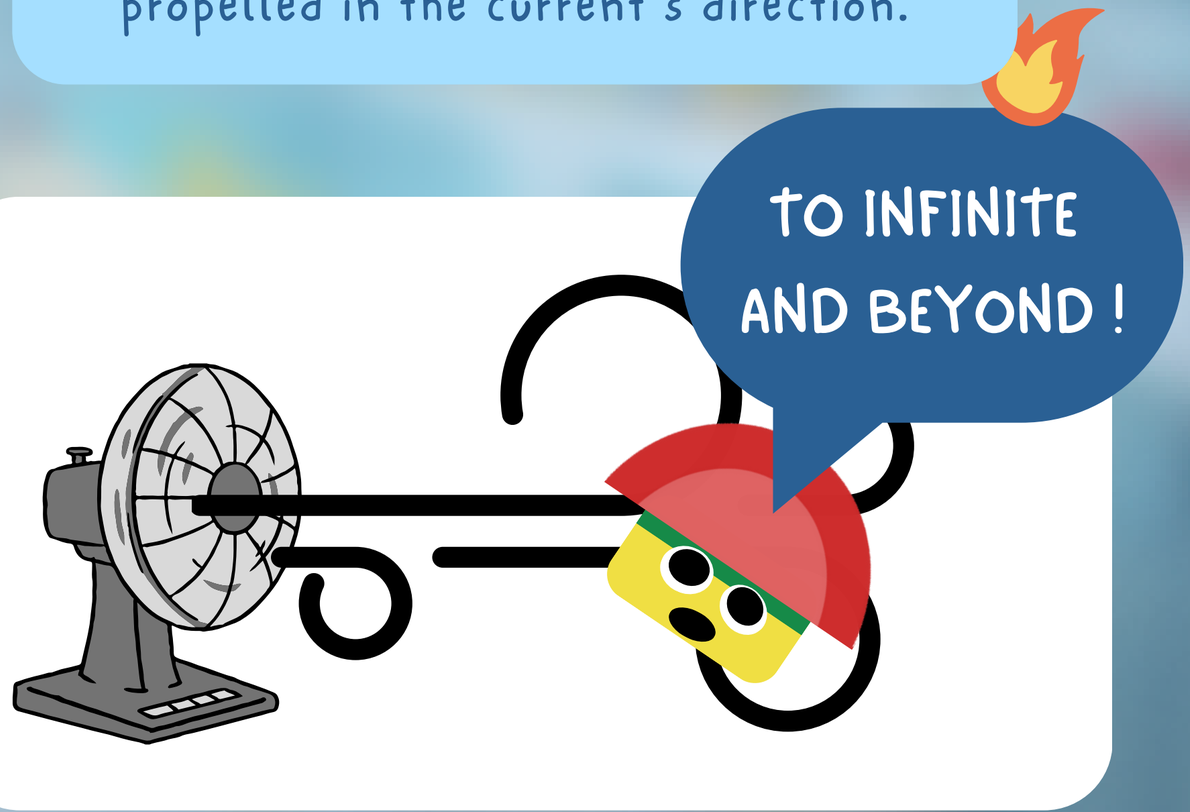
Features

FAN

the fans each project an air current in front of them.

While in the Wet State, the player is unaffected.

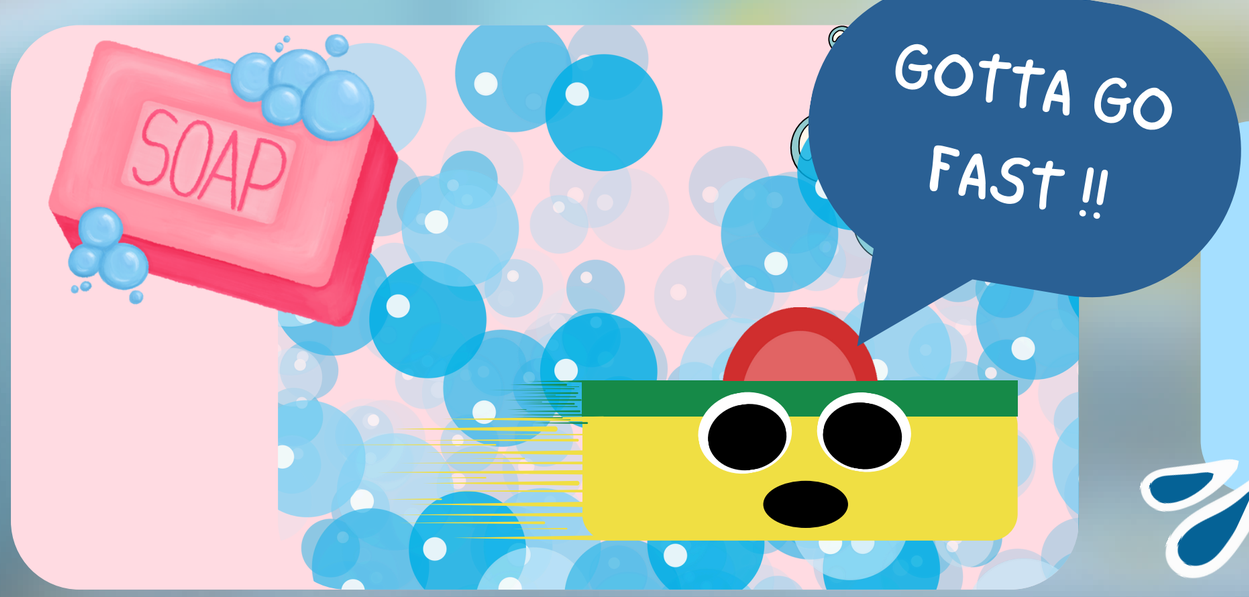
While in the Dry State, the player is propelled in the current's direction.



Features

SOAPY GROUND

While in the Dry State, the player is slowed down when walking on soapy ground



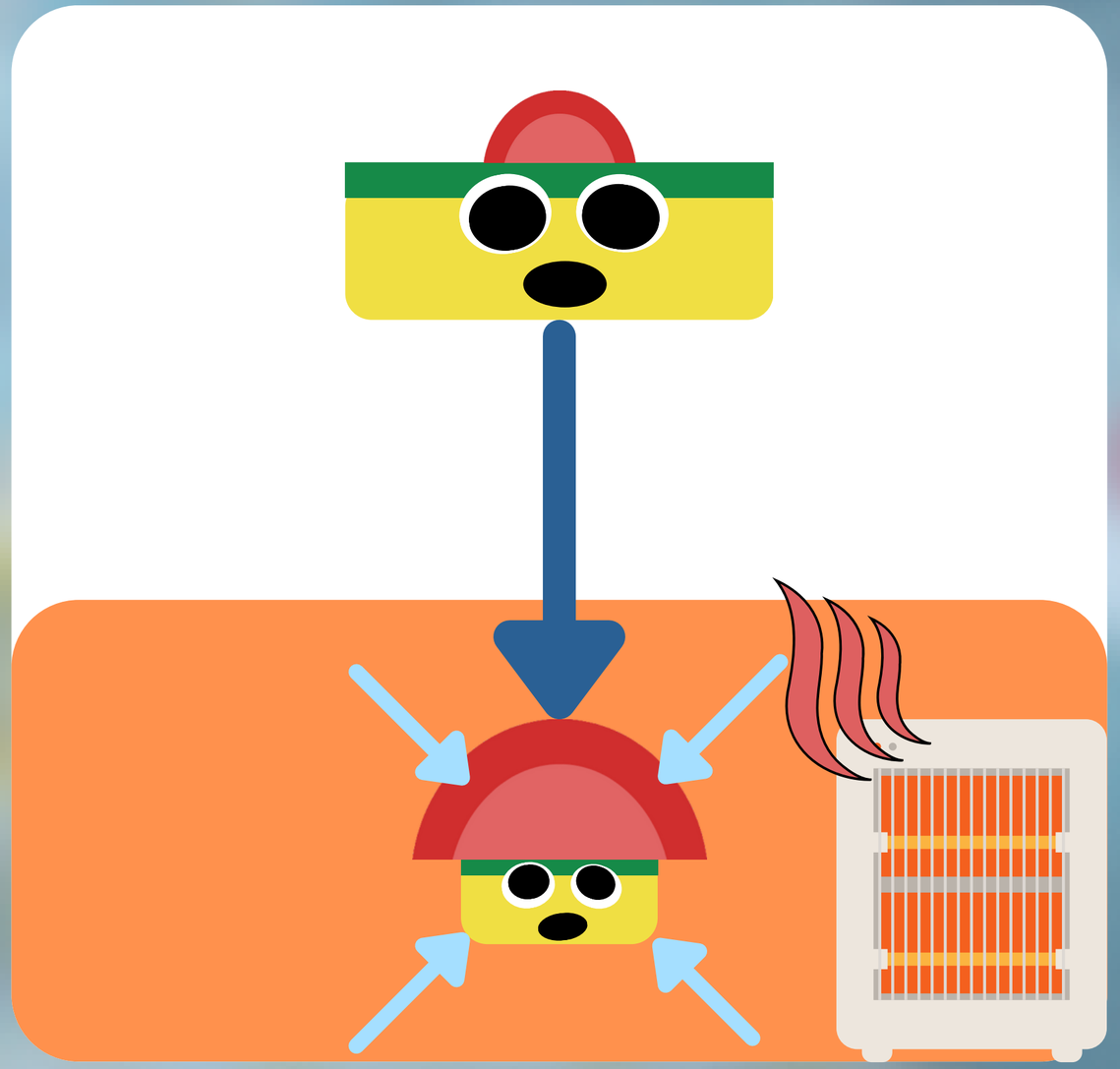
While in the Wet State, the player slides on soapy ground, losing some control in favour of speed.

Features

Heat Zone

When the player enters a heat zone, they immediatly enter in Dry State.

Heat zones don't have any effects whatsoever on the player while in Dry State.



Game loops

Macro Loop


Finish the game.
Solve all puzzles and succeed all platforming phases.
• Satisfaction.
• Ending cutscene.

Mid Loop

Solve a puzzle phase

- Observe the environement.
- Tinker and make deductions with the different elements.
- Find the correct solution.

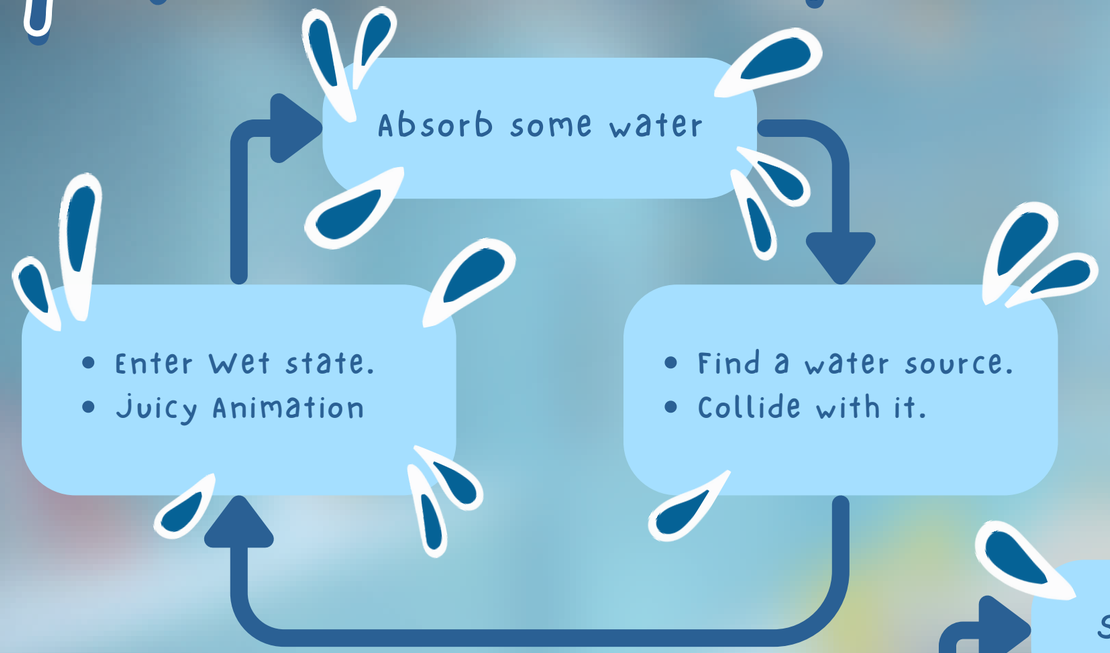
- Satisfaction.
- Game Progression.
- Better understanding of the mechanics used.

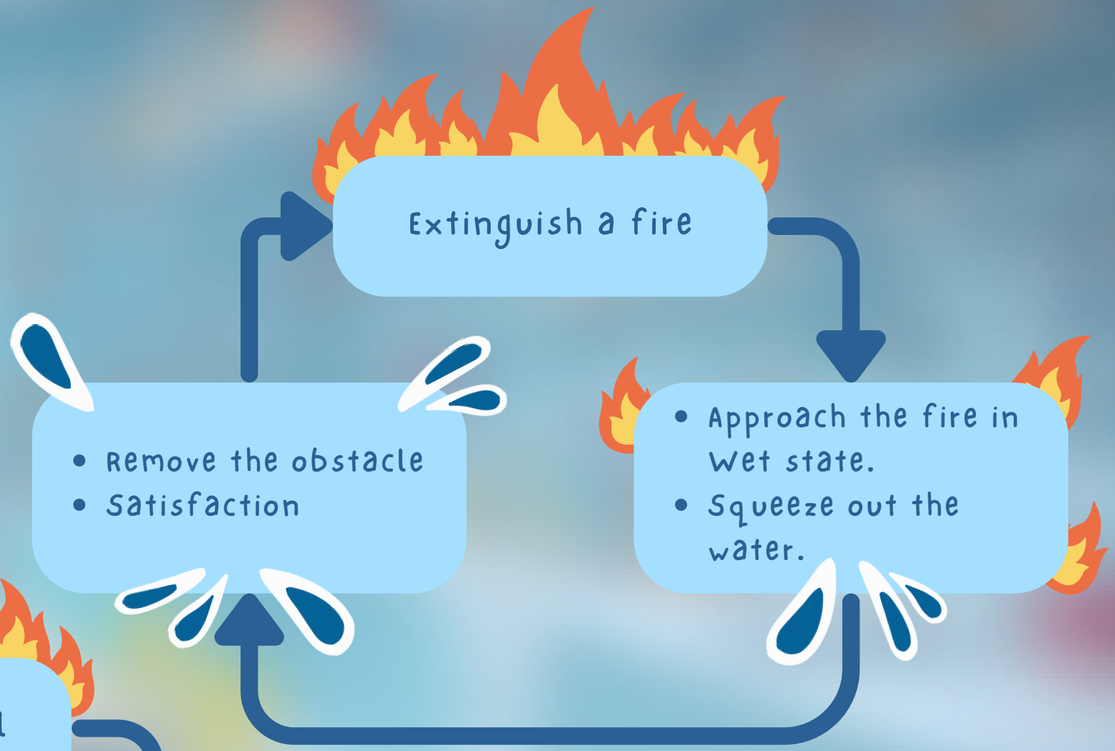
Suceed a plateforming phase

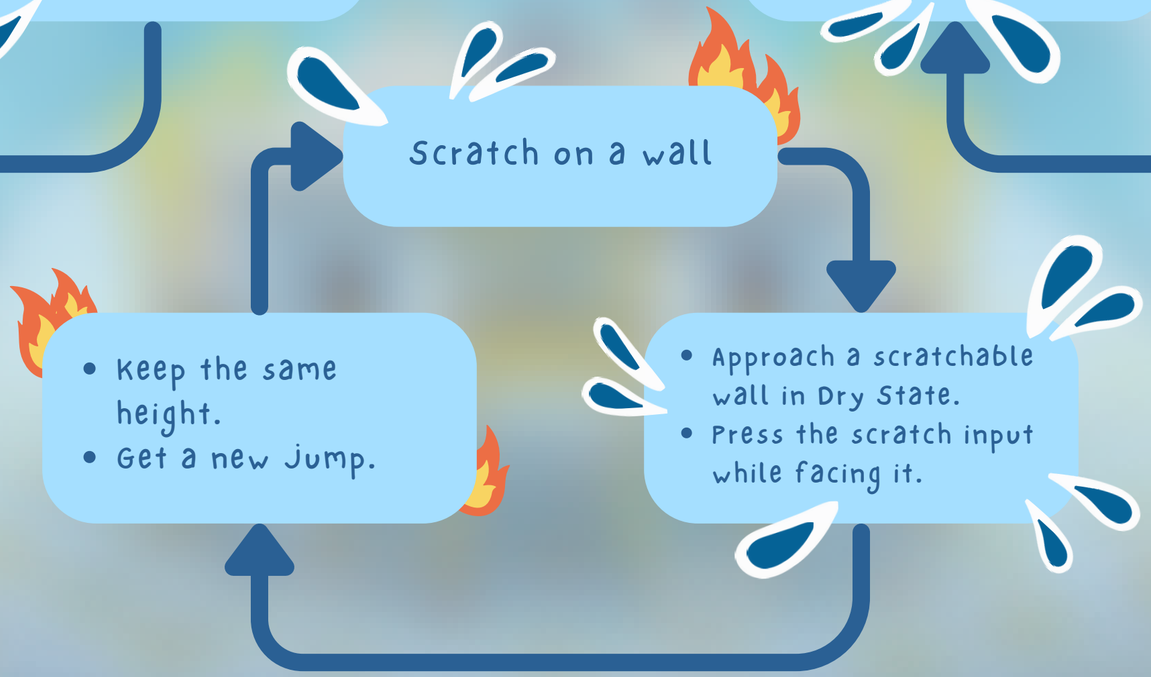
- Observe the environement.
- Find the right path.
- Proceed with dexterity.

- Satisfaction.
- Game Progression.

Micro Loop


Absorb some water
• Enter Wet state.
• Juicy Animation
• Find a water source.
• Collide with it.


Extinguish a fire
• Remove the obstacle
• Satisfaction
• Approach the fire in Wet state.
• Squeeze out the water.


Scratch on a wall
• Keep the same height.
• Get a new Jump.
• Approach a scratchable wall in Dry State.
• Press the scratch input while facing it.