

ASCENDERS

World Structure

The world of Ascenders, as its inhabitants of earth understand it, is split into a three way structure:

- 1st world = earth
- 2nd world = the new world
- 3rd world = the cosmos

Earth is just as you know it, except it has recently been under attack. It is believed by humans that this is an apocalyptic end-of-the-world event.

The New World is a government-made naturally diverse floating island about 1% the size of Earth in which civilizations have been created using test subjects throughout hundreds of years. The only way to get there is riding a sky elevator in one of many government facilities which the scientists have full access to. These facilities are found on earth and in the new world.

The Cosmos is the world in the sky and consists of everything above earth and the New World. The creator of the universe lives at the heart of the cosmos.

Game Structure

// General Structure

Intro (5%)

Escape from earth. This is the tutorial. You learn to Jump, Wall Jump, and roll. Teaches how to use shops and unlock upgrades. Includes a small first section of the New World.

Mid Game (60%)

This is the meat of the game where you will be spending most of your time. This part of the game takes place entirely on The New World and is split between 5 main biomes (stages). They are: City, Cave, Dunes, Magma, Ice. Each biome will have sub-biomes or areas such as icy caves and snow civilizations for the ice area.

Finale (15%)

This is where you reach the laboratory atop the icy mountain you'll be climbing in the ice biome. This part of the game will be presented as the finale with one last tough stage that will test all your moves and level gimmicks you've learned.

Cosmos (10%)

Throws the ending motif out the window, to signal to the player that the game is not yet over. You will learn new cosmic moves in this section. Upon completion, the creator will transform the player

Deep Cosmos (10%)

Can only be entered by the Son of Cosmos (the creator's son) who the player is transformed into when they meet certain requirements (not decided yet).

// DetailedStructure

Main Stages (5 act structure)

- 1) Begin with a linear course to get accustomed to the new environment, hazards, and gimmicks.
- 2) Leans into a more open structure with more pathways, exploration, and experimentation.
- 3) Reach a Civilization full of the region's inhabitants. This is more or less a condensed optional safe zone full of little activities and exploration to do. Complete optional missions (3-4 per biome) given by the natives to fill your travel map and to unlock that region's inhabitant as a playable character. There is also an upgrade shop at every Civilization.
- 4) Continues the open structure but ups the challenge
- 5) Level design narrows down with a higher challenge and an end of level spectacle (chase, boss encounter, tower climb, etc.)

These acts are intended to be seamless behind-the-scenes style transitions rather than explicit structure changes.

Cosmos

- 1) Focus on tougher and tighter linear level design
- 2) Introduce Cosmos gimmicks
- 3) Incorporate all previous level gimmicks

Game Mechanics

Civilizations & Missions

Player Characters & Abilities:

Humans - none (except for shop items/upgrades)

Radioheads - radar for collectibles

Dwellers - cave vision (night vision)

Dune Rangers - knife attack (L+R melee / UP+DOWN projectile)

Magmites - immune to fire/lava

Mountain Men - freeze water/immune to death by freezing

Son of Cosmos - floats/immune to spikes/activates cosmic doors

All non-human characters can upgrade their specific ability to three levels.

Player Ability Progression

Intro

+roll

Grass

+dive

City

+divekick

Caves

+parry

Dunes

+bit dash

Magma

+stomp

Ice

+???

Gimmicks:

Intro:

- Springs
- Ropes

City:

- Horizontal Rails
- Sloped Rails
- Footlock Platforms
- Conveyor Belt

Caves:

- Water
- Rocket Springs
- Homing Targets

Dunes:

- On & Off Horizontal Rails (appear/disappear based on switches)
- 8 way directional shooter
- Minecarts

Magma:

- Barrel cannon
- Sphere shuttle
- Rolling Ball

Ice:

- Tram lift
- Vertical Rails
- Ice Blocks

Laboratory:

- Rocket Enemy (shoots up)
- Shark Hook

Misc:

- On&Off Platforms (appear/disappear based on jumping)

Hazards:

Spikes

Lava

Fire

Freezing

Drowning

Hit by enemy

Hit by enemy projectile

Being crushed

Bottomless pit

Collectibles:

Bits (currency)

Bit Crate

Human player skins

Concept Art

Sound Files

//Notes

Gunner Segment 1 Structure:

0s - 14s → intro

14s - 25s → give control to mess around

25s - 36s → introduce enemies

36s - 60s → speed up