Birumboom

Level Design Document

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Story

In a 2D universe, unimaginable for beings used to the 3D world, there are small creatures called Birumbooms. Effortless and docile, Birumboos change shape constantly, varying between several basic geometric shapes throughout life.

However, little did they know that these changes, although for them extremely natural, were possible only by a finite break in probability in all realities.

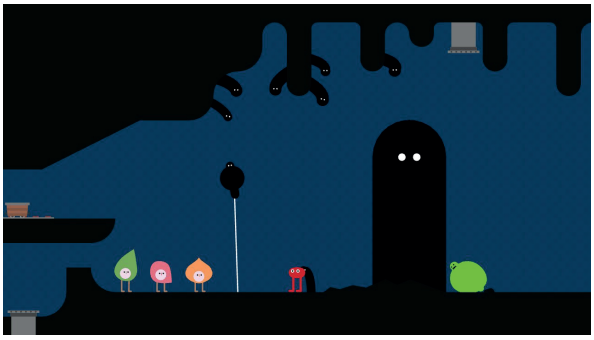
When making another of his bodily changes, it was not long before one of them broke the fabric of 2D reality, being thrown to the upper dimension.

Now in a completely unusual 3D universe, formed by fractals and non-Euclidean laws, our protagonist must look for a way to learn how to control himself in this new universe, looking for his way back home.

References

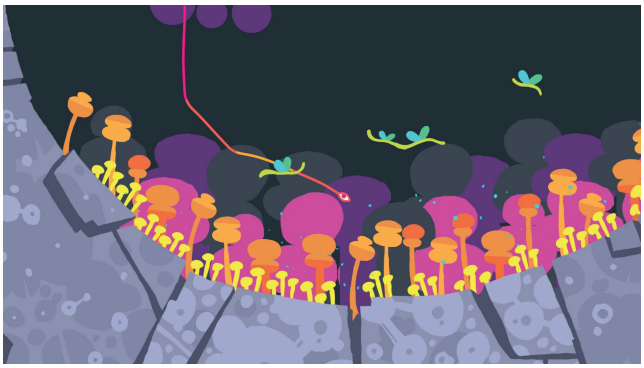
Birumboom's art consists of minimalist and geometric elements. Adopting simple and easy to understand forms.

Patapon

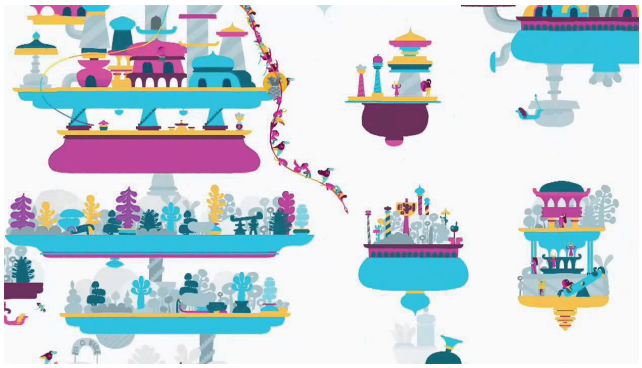


Pikuniku

The Birumboom universe's colours, accompanying their shapes, consist of a simple palette of colours, without gradients and without contours. All elements differ from each other due to their shapes and colours.

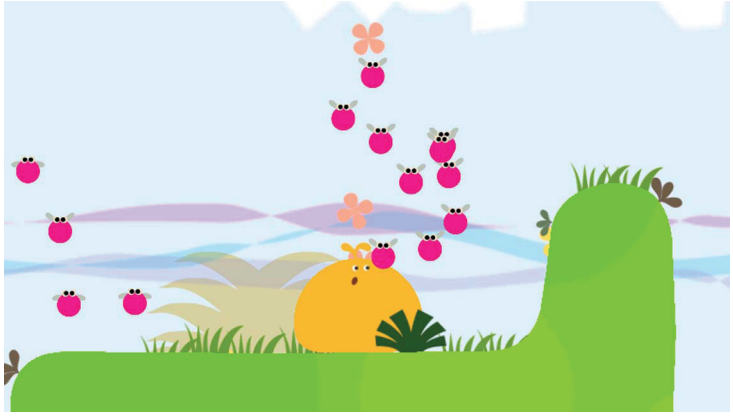


Hohokum

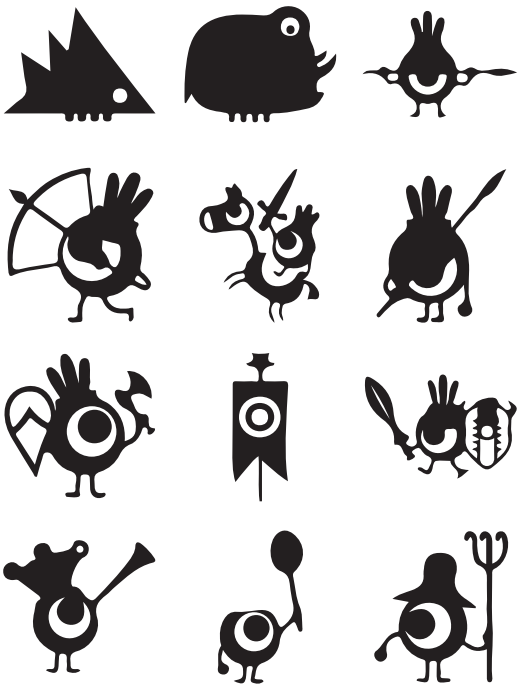


Hohokum

The living beings present in the universe of Birumboom are essentially made up of traditional geometric shapes, although this does not prevent them from being extremely charismatic and embracing

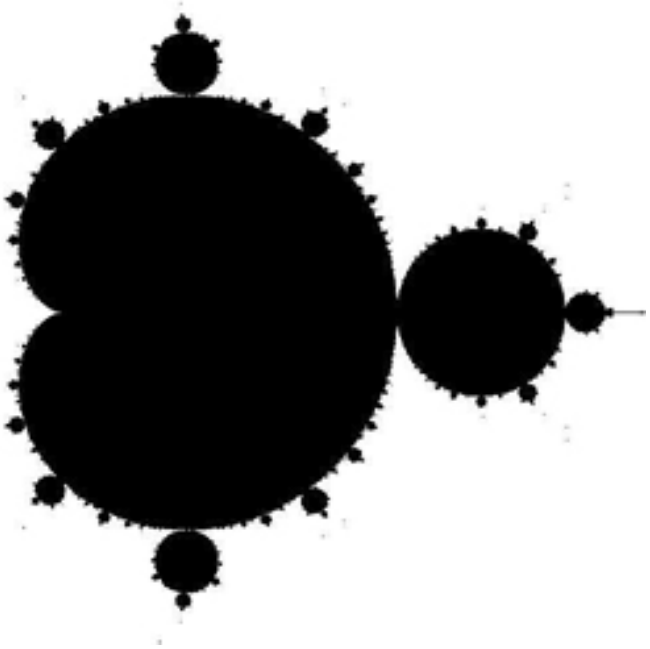


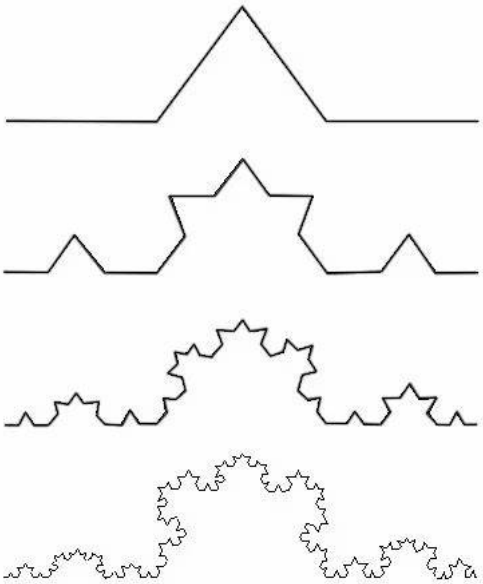
Loco Roco



Patapon

A key element in Birumboom's universe and the gameplay is its reality intertwined with fractals.

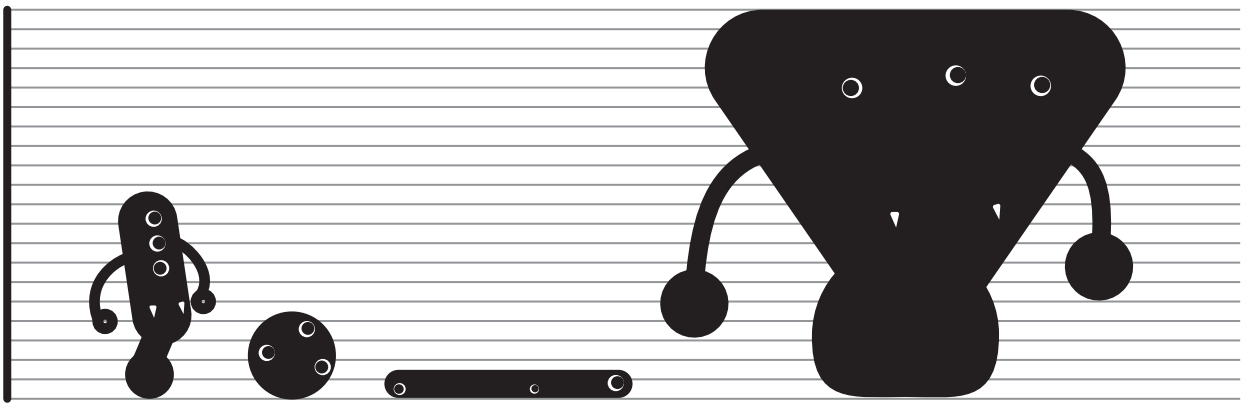




Metrics

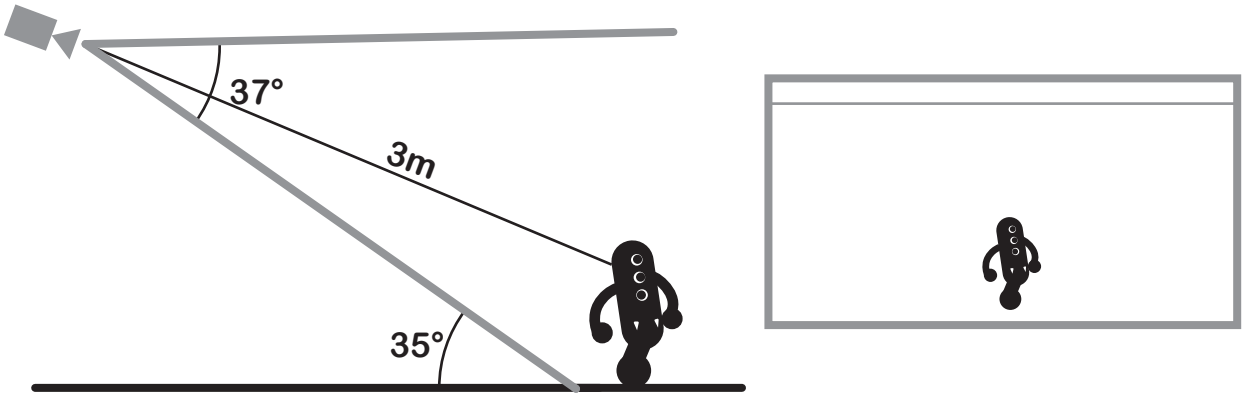
Character

According to the form adopted, the player's character may change shape at different times during the game, enabling the resolution of different puzzles. The sizes vary from the standard shape (about 1 meter) going to about 20 centimetres until about 2 meters.



Camera

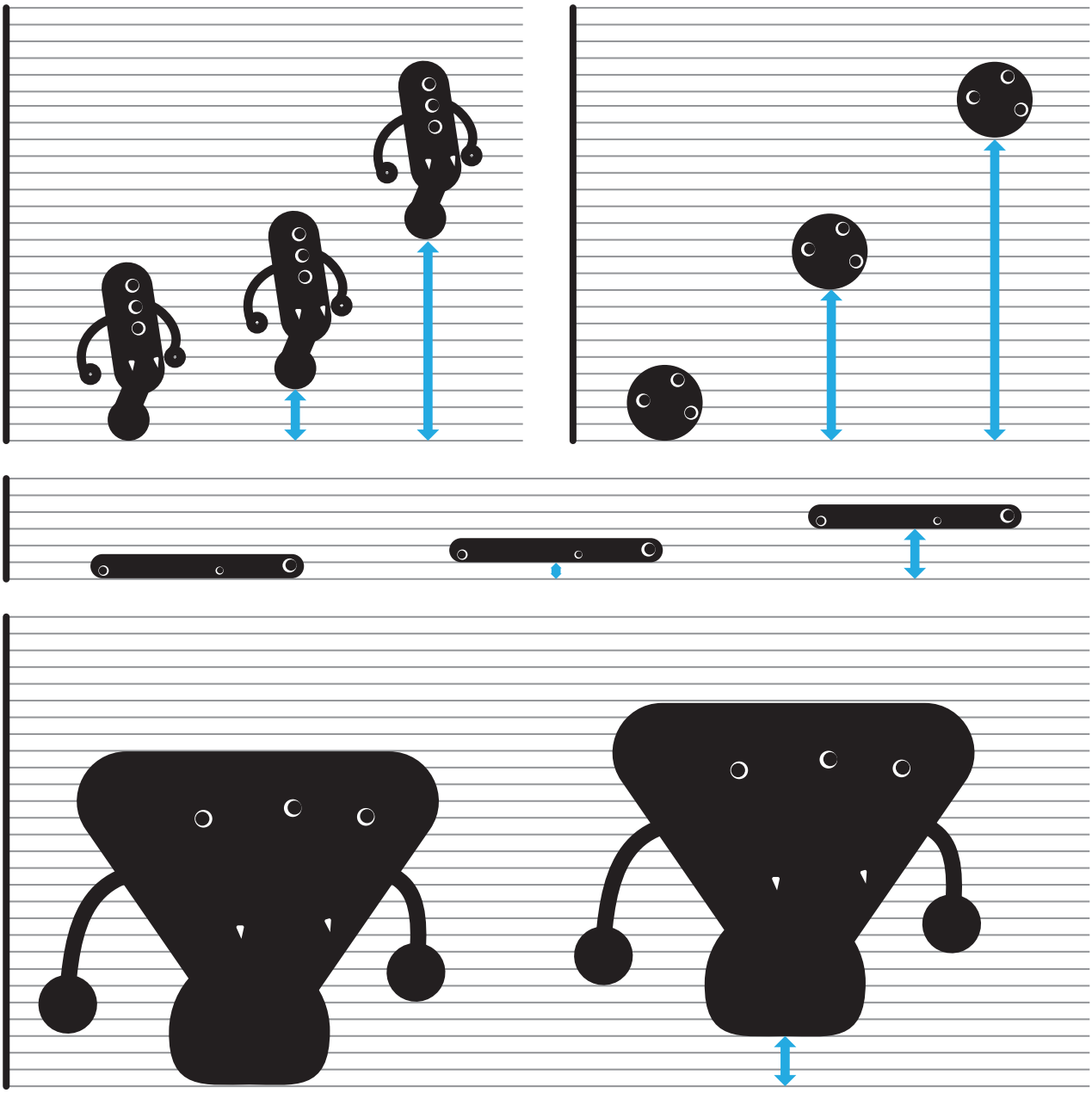
The camera in Birumboom is positioned in the third person, positioning itself about 3 meters away from the main character (when in its standard form), making an image angle of 35° in relation to the ground and 37° of opening. The main character will occupy about 1/3 vertically, varying the camera's distance according to the shape adopted.



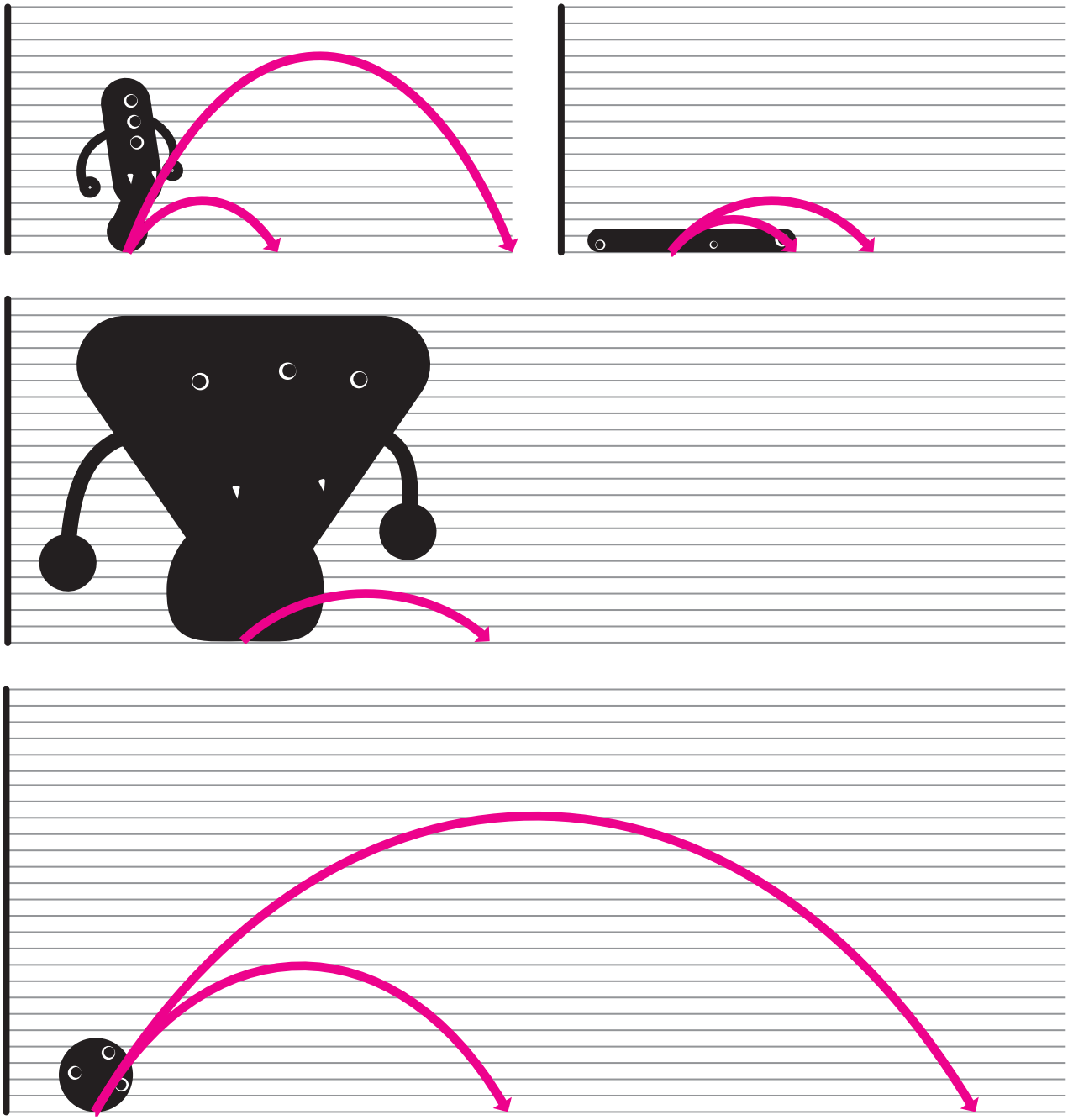
Controls

The jump distance of the main character of Birumboom will vary according to his shape at the moment.
Forms with more agile silhouettes will naturally have a greater distance and height. While more brute and clumsy forms will have limited movements - but they will be balanced with other aspects.
Throwing objects will be possible only with the shapes that are capable of holding them.

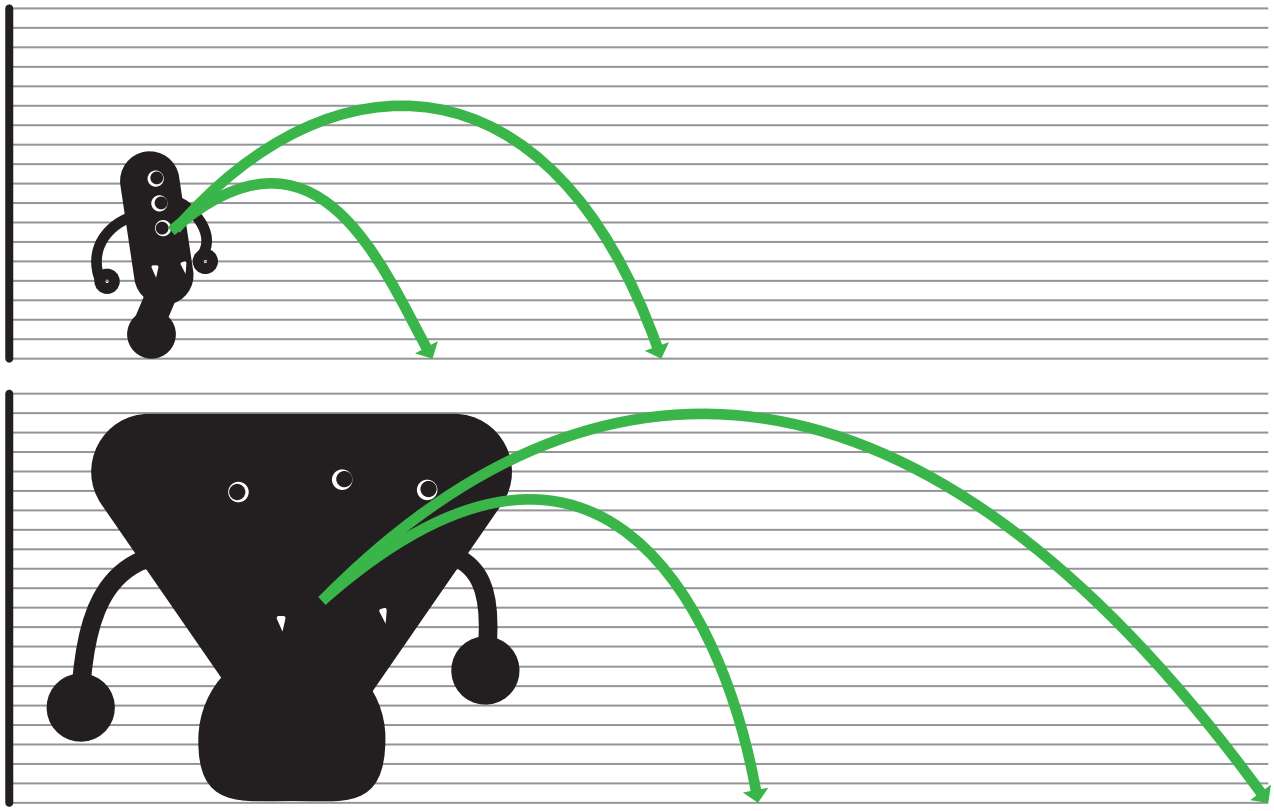
Maximum Jump height



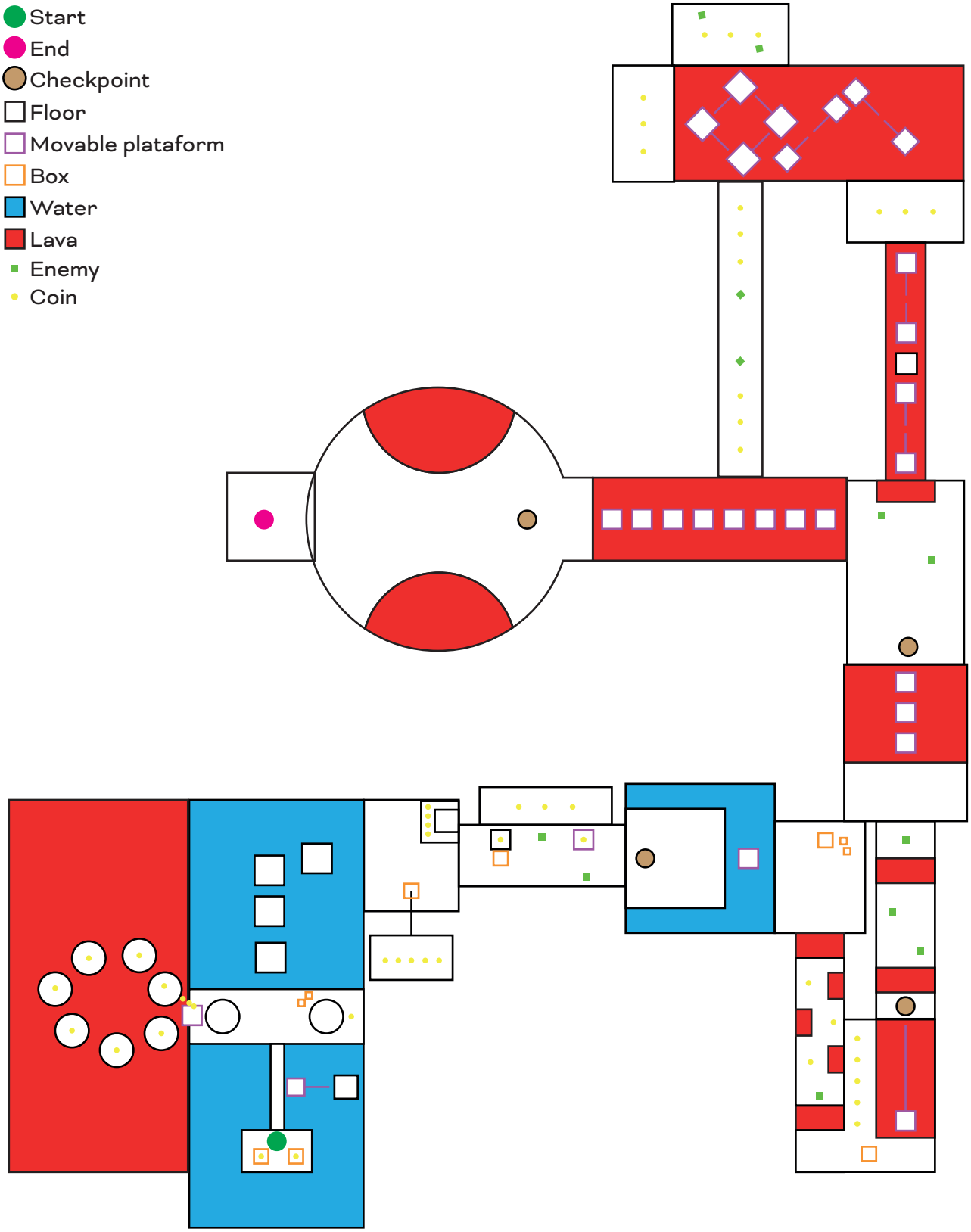
Maximum Jump Distance



Maximum throw distance



Layout

Demo Map

- Start
- End
- Checkpoint
- Floor
- Movable plataform
- Box
- Water
- Lava
- Enemy
- Coin