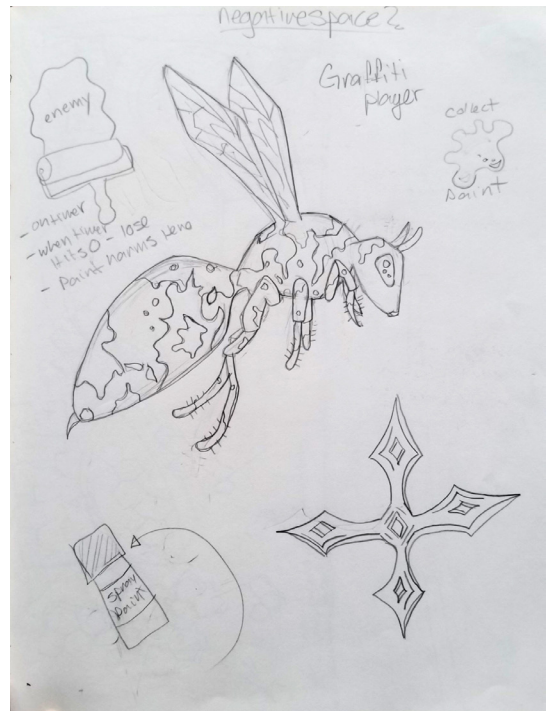


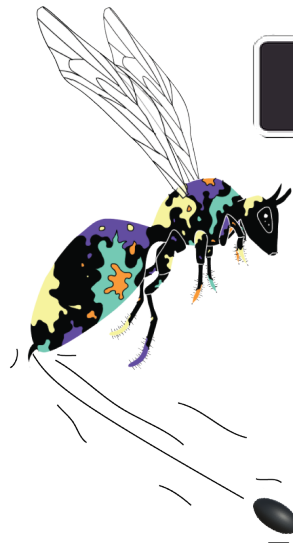
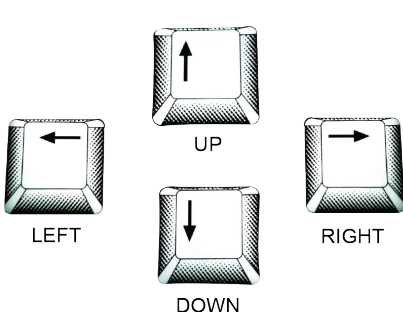


CHARACTER

Have you every accidentally painted over a bug?
This bee has experienced just that; however, it
didn't ruin his day. The paint actually brought him
into the world of 2D artwork. He has become one
with art and wants to save it.



CONTROLS



SPACE

SHOOT

SHOOTS STINGERS

GAMEPLAY

CONCEPT/GOAL

What is art? Many believe that graffiti is not qualified as art. It is merely just rebels defacing property. People paint over graffiti, which censors the artist's voice, their artwork. Negative Space is a game that deals with the censoring of certain forms of art, such as graffiti.

The goal of this game is to collect as much paint as possible before it is completely painted over. The player is in the form of a paint covered bee. They must weave in between the spray paint hive to collect paint drops before they are swept up by the painter. They must collect a certain amount of drops before they can pass to the next level, although there are more drops to collect in the level. The player must also avoid the flying spray cans that will cause them to fall off of the wall and the sticky fresh paint swatches left behind by the painter. If that wasn't hard enough, they must do this all before the timer runs up.



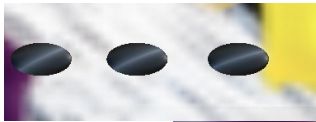
Level Switch

This game's level switch shows the character going around a corner of a building onto the next wall.



GAMEPLAY

SHOOTING



Ammo Count Hub



The player has the ability to shoot their stinger. This can be used to eliminate the paint cans and to make passing through the hollow honeycomb faster. The player is limited to 3 stingers that are displayed near the top of the screen, although there are power ups that can increase the amount of ammo the player has.

ENEMY BEHAVIORS

Spray can enemies move on a wavepoint system. If they hit the player, they will cause the player to fall off the wall. If the player hits the enemy with a bullet, the spray can will fall to the ground.

Painter enemy. This enemy is a paint roller that is removing honeycomb walls and paint drops with a fresh paint swatch. The fresh paint causes the player to move slowly after touching it. This enemy is supposed to represent maintenance painting over the graffiti.

As a warning of the next spawn point, the shadow of the enemy lurks around the level. The shadow moves towards randomly generated points. When it reaches that point, the shadow will spawn the paint roller.





RESOURCE COLLECTING

The main goal of the player is to collect enough paint drops to fill the resource meter. Once they collect the goal amount of drops, a goal graphic will appear at the edge of the wall to proceed to the next level.

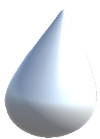
There are more than enough drops placed throughout the level, but to make it more challenging, they must collect all of the drops before the timer runs out. Not only are they being timed, but the painter enemy will erase visible paint drops overtime making finding the drops harder.

Paint Drop Meter

15



POWER UPS



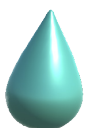
White drops do not have any special power up. They are merely just used to fill the resource meter. There is a higher ratio of these drops in the level.



Purple drops remove all of the hollow honey comb from the level to make moving around fast and easy which helps with battling the timer. They also aid in filling the resource meter.



Yellow drops give unlimited ammo. Having unlimited ammo makes hitting a target like the spinning paint cans easier. It also allows the player to shoot hollow honey comb in order to move faster. They also fill the meter.

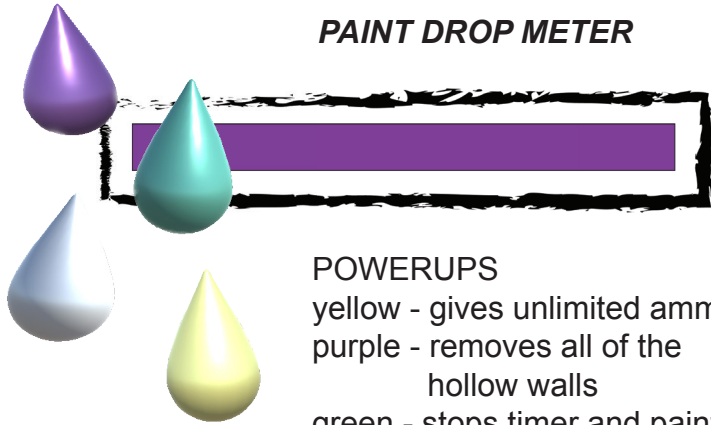


Green drops stop time. This not only stops the timer but stops the painter from removing drops from the level. These drops are harder to find.



GAME ELEMENTS

PAINT DROP METER



POWERUPS

yellow - gives unlimited ammo
purple - removes all of the hollow walls
green - stops timer and painter
white - collectible

COLLECTIBLE PAINT DROPS

THE WALLS



HOLLOW WALLS

If the player bumps into these walls, they open like a door.



SPRAY CANS

These are spun through the air. If the player hits one, they fall off the wall.



THE PAINTERS

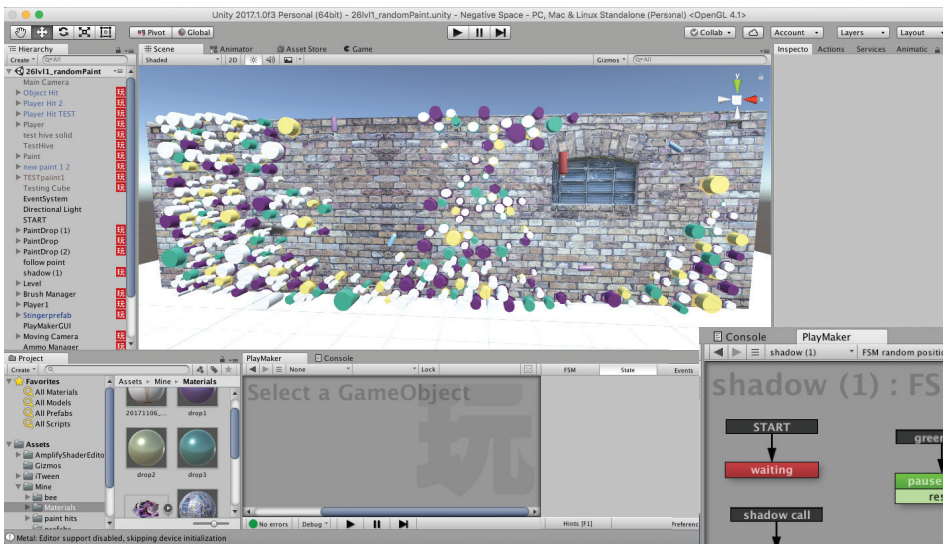
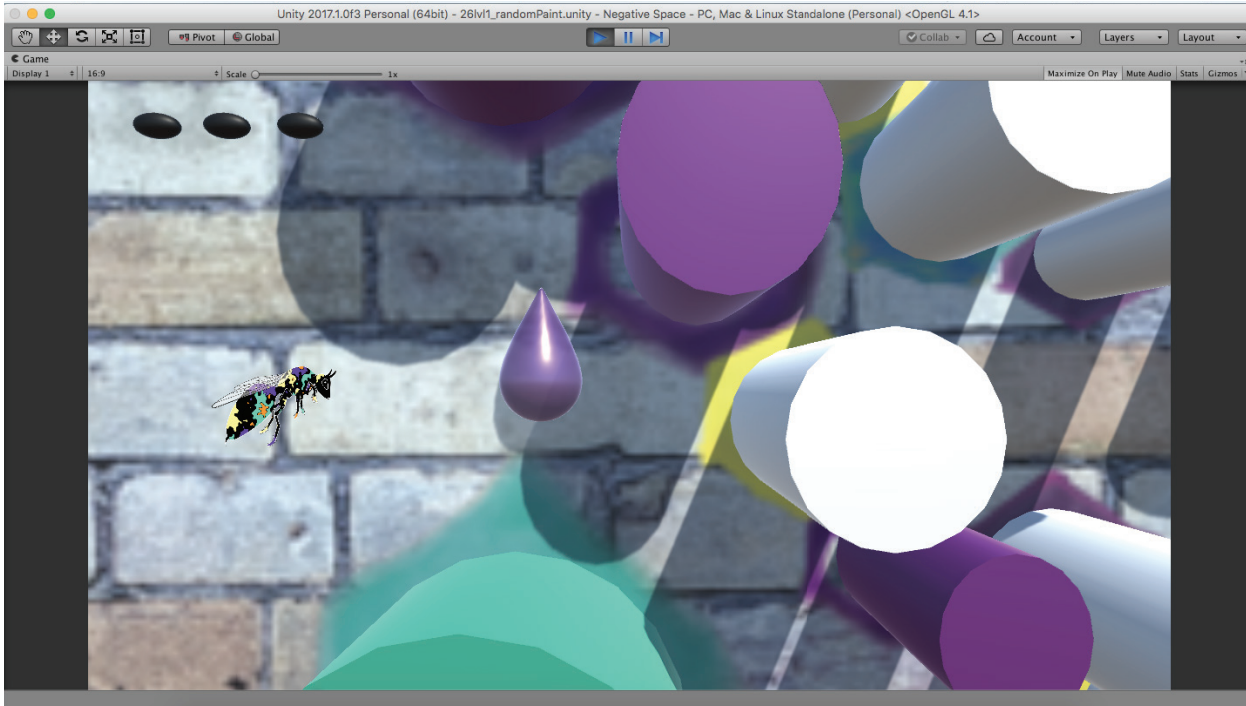
The painters paint in random places which removes all artwork in its tracks

SHADOW

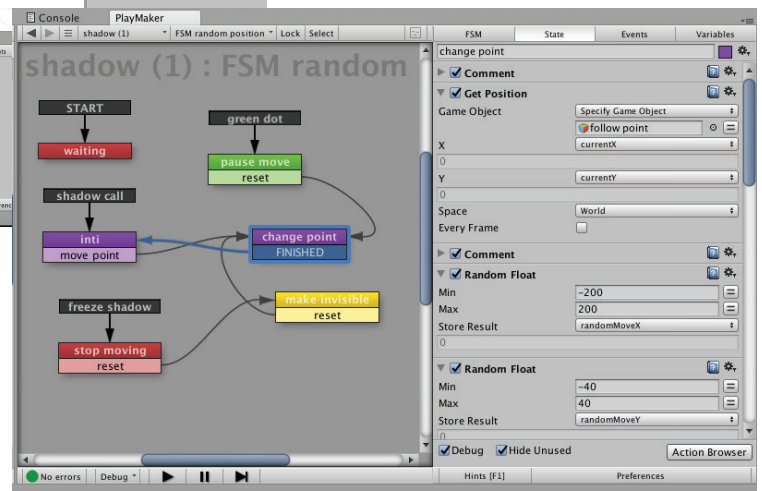
The shadow wanders around the wall, showing where the painter's next move may be.



PROTOTYPE

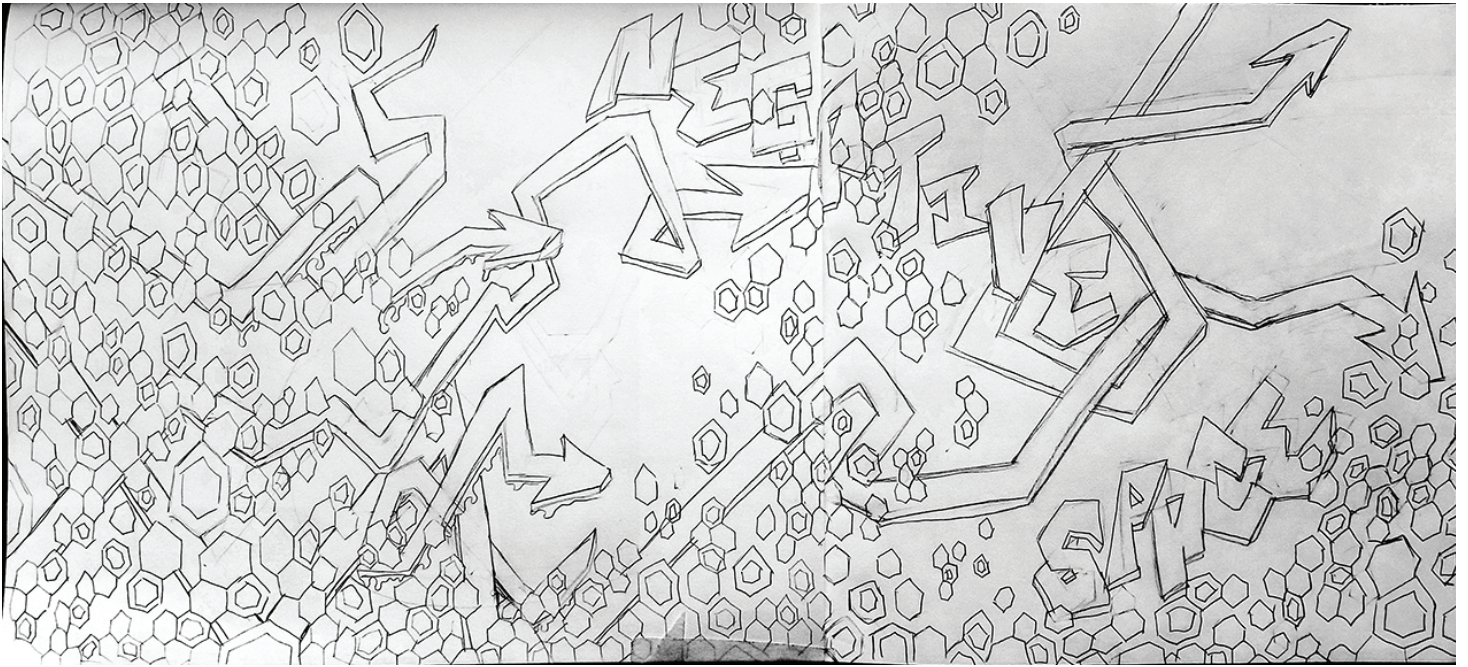


Playmaker Logic

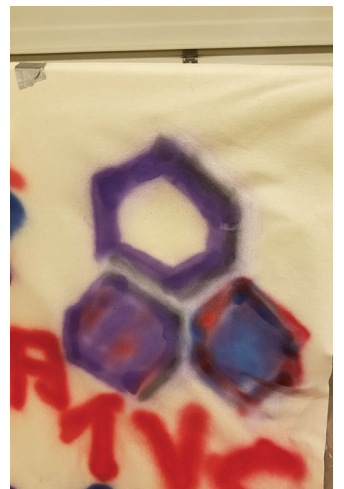
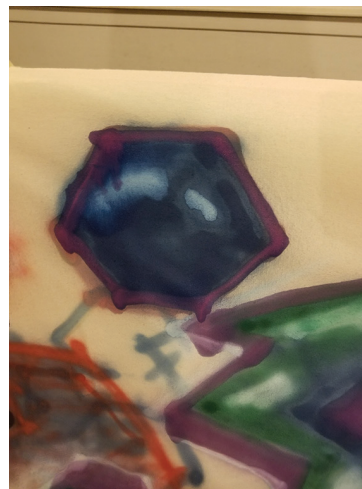


Full Level

LEVEL CONCEPT

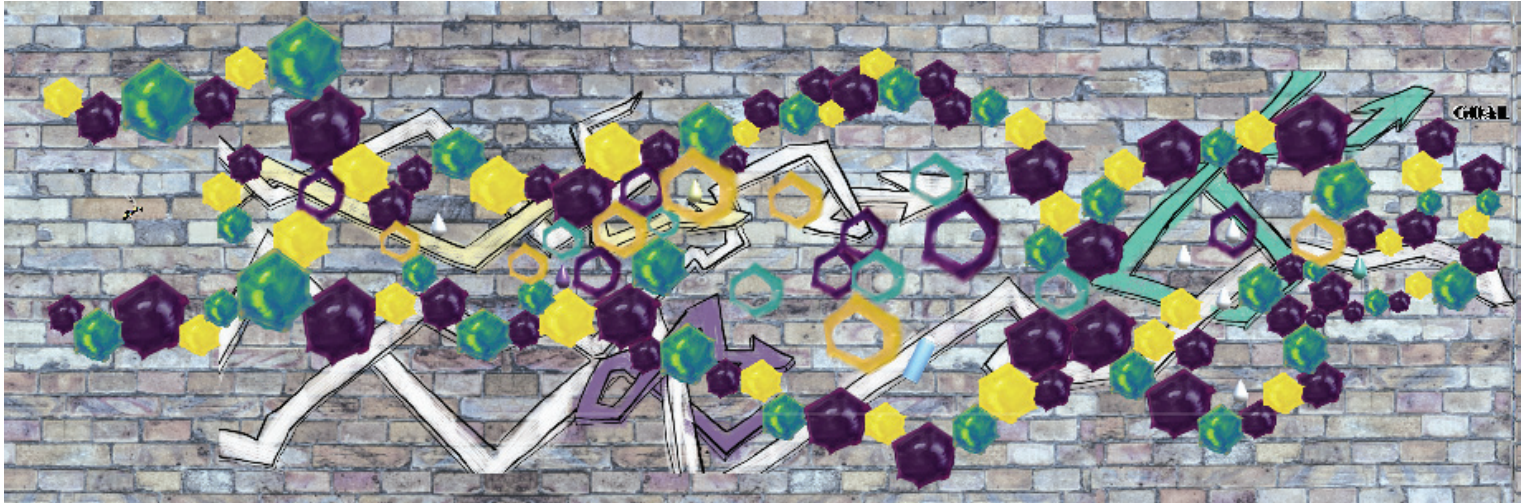


Experimentation with spray paint elements

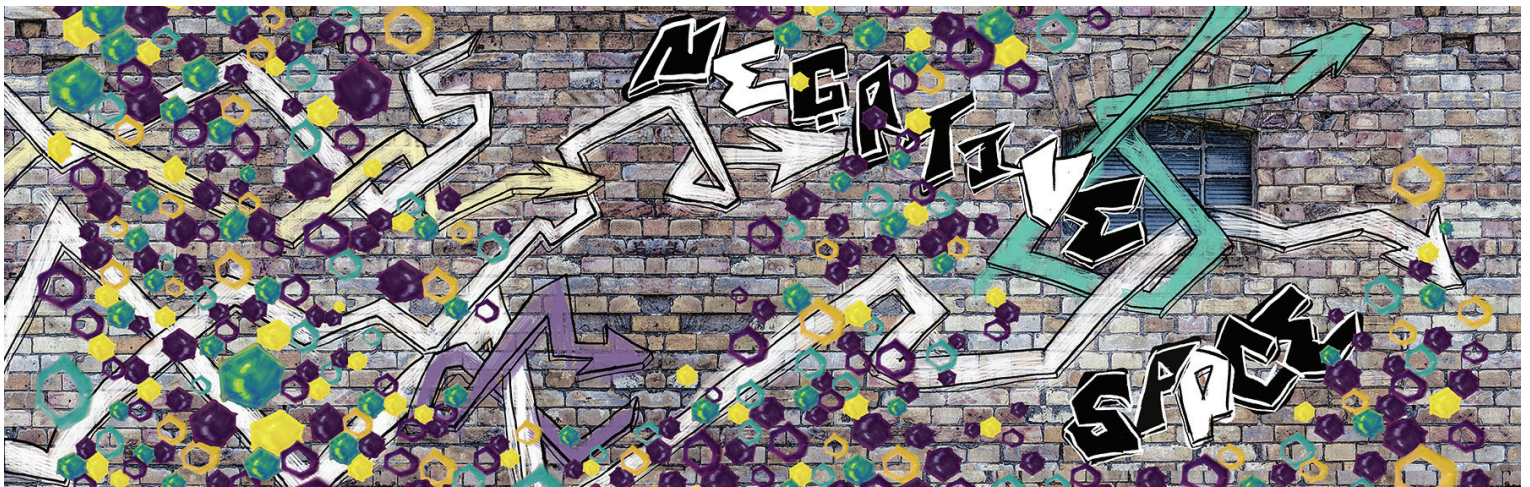


LEVEL DESIGN

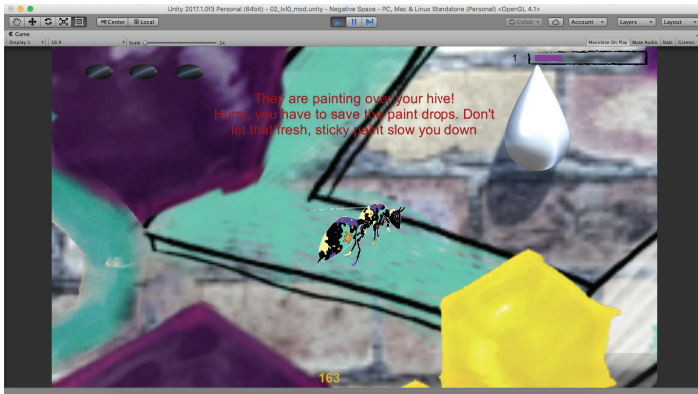
Intro Level



Main Level



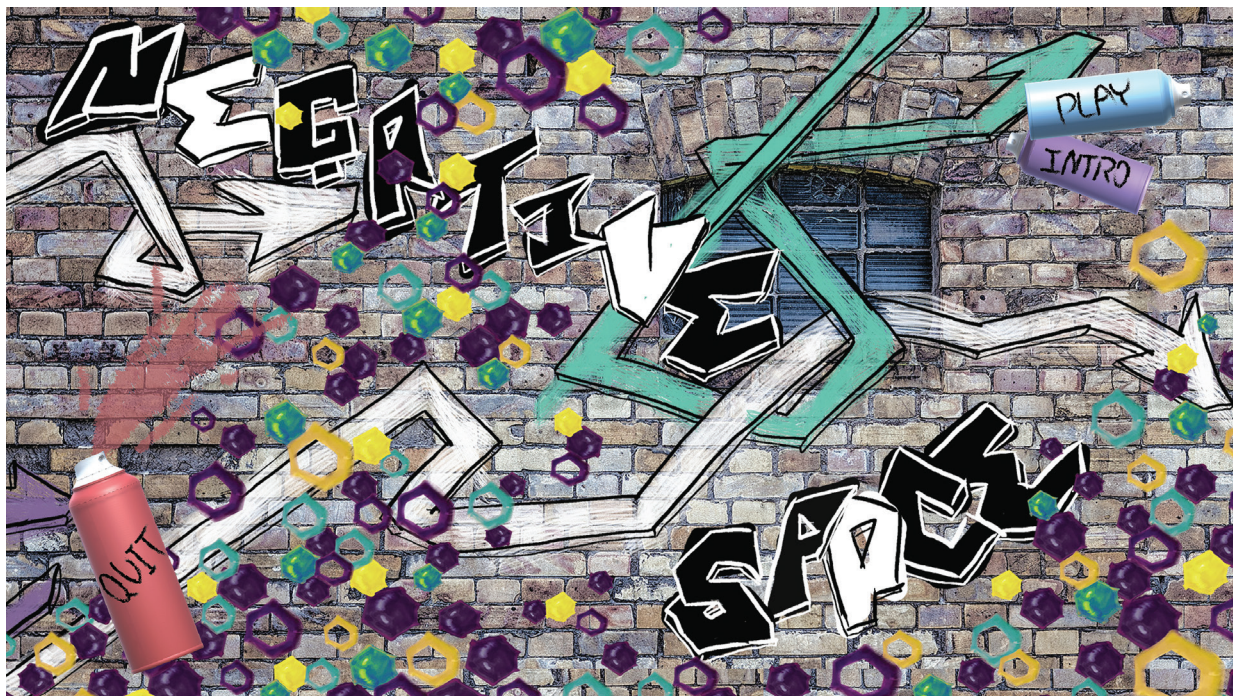
MENUS



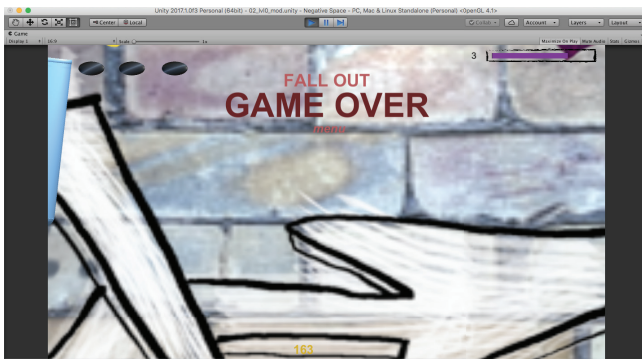
Intro Tutorial



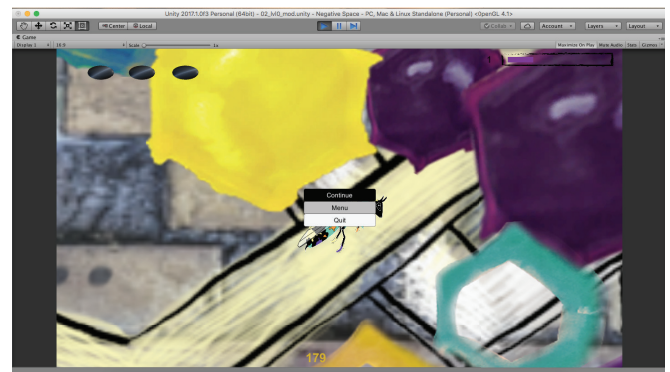
Intro Tutorial



Start Menu



Game Over Menu



Pause Menu