## Carlos Gutierrez



Main Objective: Get your students onto the schoolhouse rocket before time runs out!

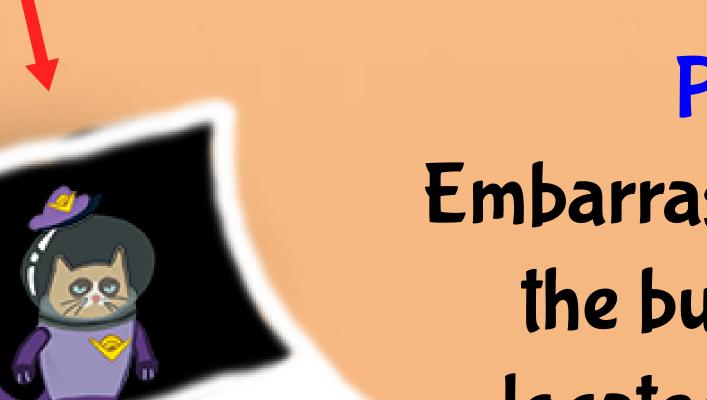
Secondary Objective: Collect all the students!

Students Students are scattered around the world and can be collected through contact with the player. Schoohouse Rocket This is the only vehicle that can get you off the planet and will leave at a set time unless incentived otherwise.

Game Timer HUD element that tells the player how much time they have before liftoff. If they don 't return before O it 's game over!

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Before



Pictures Embarrassing photos of the bus driver are located around the

## Movement



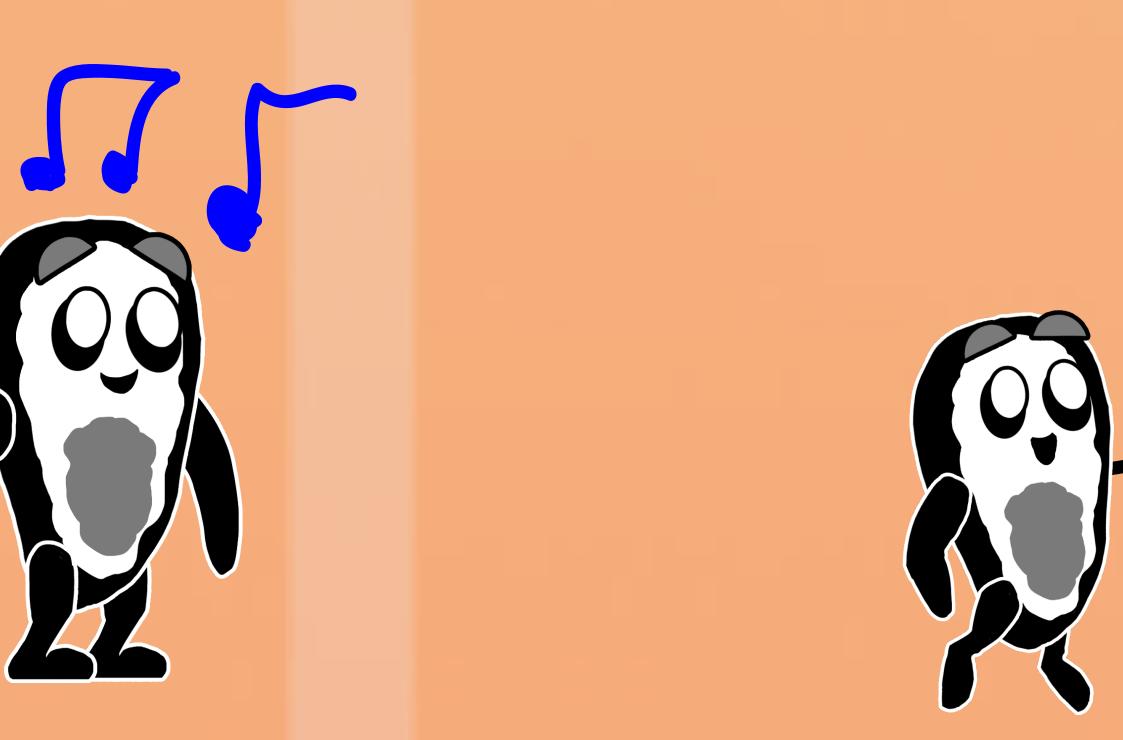
Balloon Students These students are holding on for dear life as their balloon moves them in around the level.

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**Standing Students** These students patiently wait for the player to pick them up.

+5sec world. Find them to get more time before liftoff!

Abilities



Praise Players can give praise which calms the live Glyx that it.



Swing Players can grab turf and swing from it. Their arm extends and contracts like a spring, allowing them to bouncily get around the world Players gradually pick up speed as they move until they break into a full sprint.

Solid Turf

This turf doesn 't move when

the player lands on it. It stays

completely still and is

considered the most reliable of

turf!

Jump Players can jump to avoid obstacles and hazards. They 'll also use this to reach swingable objects.

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UrPieces of dead, super hard glyx the player can walk on and<br/>swing from. They behavedepending on what<br/>Glyx is inside them.

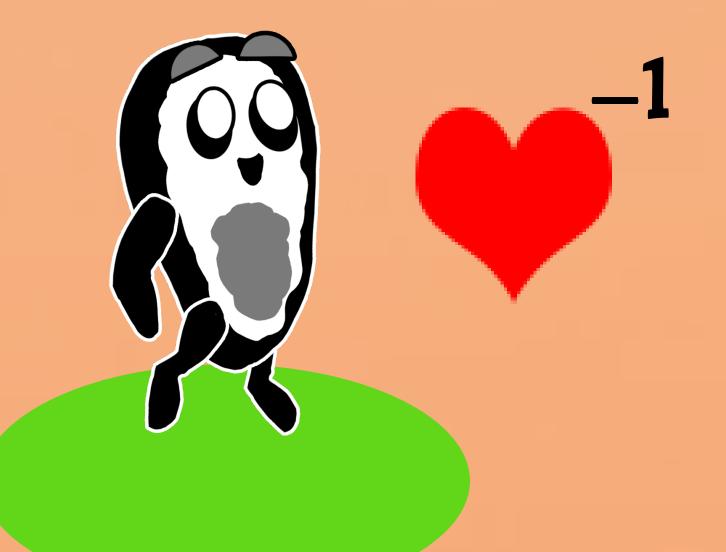


Brittle Turf When the player stands on brittle turf for too long it will crack and fall. Watch your step!

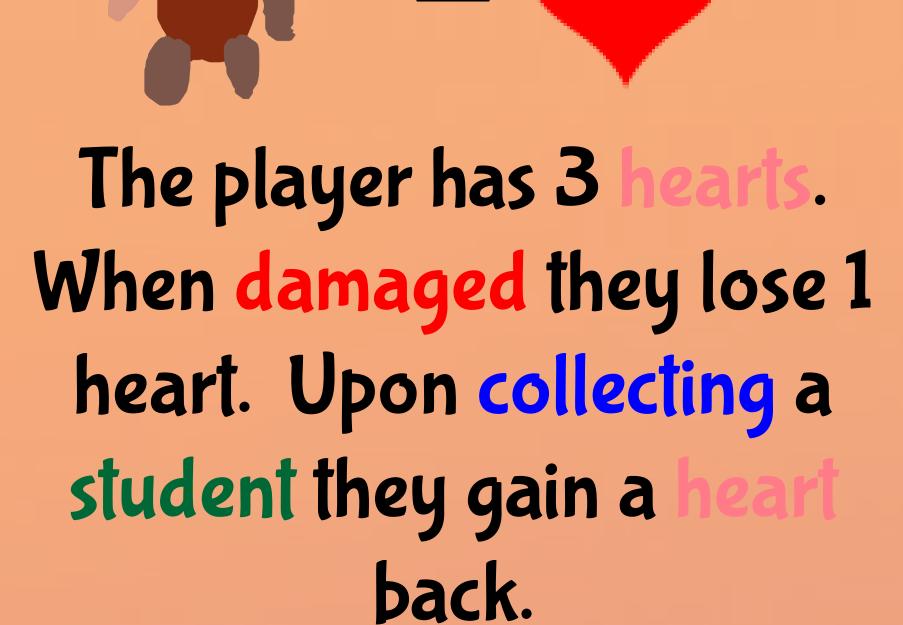


**Crazy Turf** Like the Bouncy Turf, this also moves when the player touches it. This turf is extremely loose so don 't rely on it for a safe landing!

Health



The player loses a heart upon contact with angry Glyx. This is the only way to take damage.



Students



**Environmental Factors** Things in the environment that can affect the mood of Glyx are called Agitators and Calmers.

> Agitators Agitators create harsh sounds which

Scold Players can scold which agitates the live Glyx that the st.



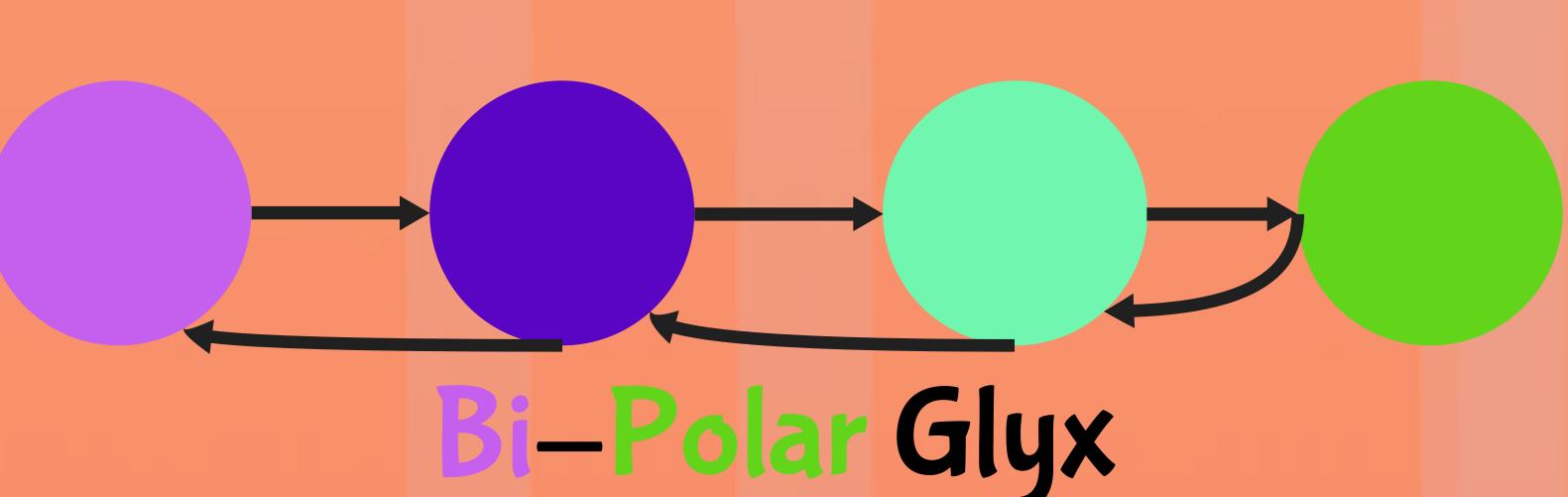
layers can use their slap ability to break calm GLUX

Glyx is a living gelatinous substance that changes properties based on its mood.

CALM	<u>AGGTATED</u>		ANGRY
BREAKS	RIGID BOUNCY	S U P E R B O U N C Y	HURTS YOU

Living Glyx is capable of changing mood based on environmental factors. Dead Glyx can 't be changed by outside factors. when the player touches it whether that be from landing on or crashing into it. Considered to be the most fun of the turf family!

> Moody Glyx While Glyx is usually in one mood, there are some that have a mind of their own. This allows them to change mood without outside influence.



increasingly agitates the live Glyx that

Calmers Calmers create soothing sounds which increasingly calms the live Glyx that Bi-Polar Glyx uniformly moves up and down the mood spectrum.

Zen Glyx Zen Glyx is always moving towards the calm state.

Short-fused Glyx Short-fused Glyx is always moving towards the angry state.