

Swoobind

A game concept
by Kyle Smith



Basic Info

Swoobird is a 2D sidescrolling platformer in which the player controls the titular character **Swoobird**, a tiny sparrow. The core game has an emphasis on natural, “feel good” movement, platforming puzzles, and a vast array of characters.

It goes by a classic level progression system but also has a focus on collecting and customizing.



Intended for a general audience of all ages; appeals to the younger crowd with its cute characters, and also appeals to more skilled players with its challenge and completionism.

Ideally this would be developed as a downloadable title for game consoles such as Wii U and PS4, as well as PC via Steam.
(NOT a mobile game!)

Swoobird's Moves

The jump button makes Swoobird
fling themselves in the air...



...and holding the button afterwards lets
them flutter upwards for a quick second.



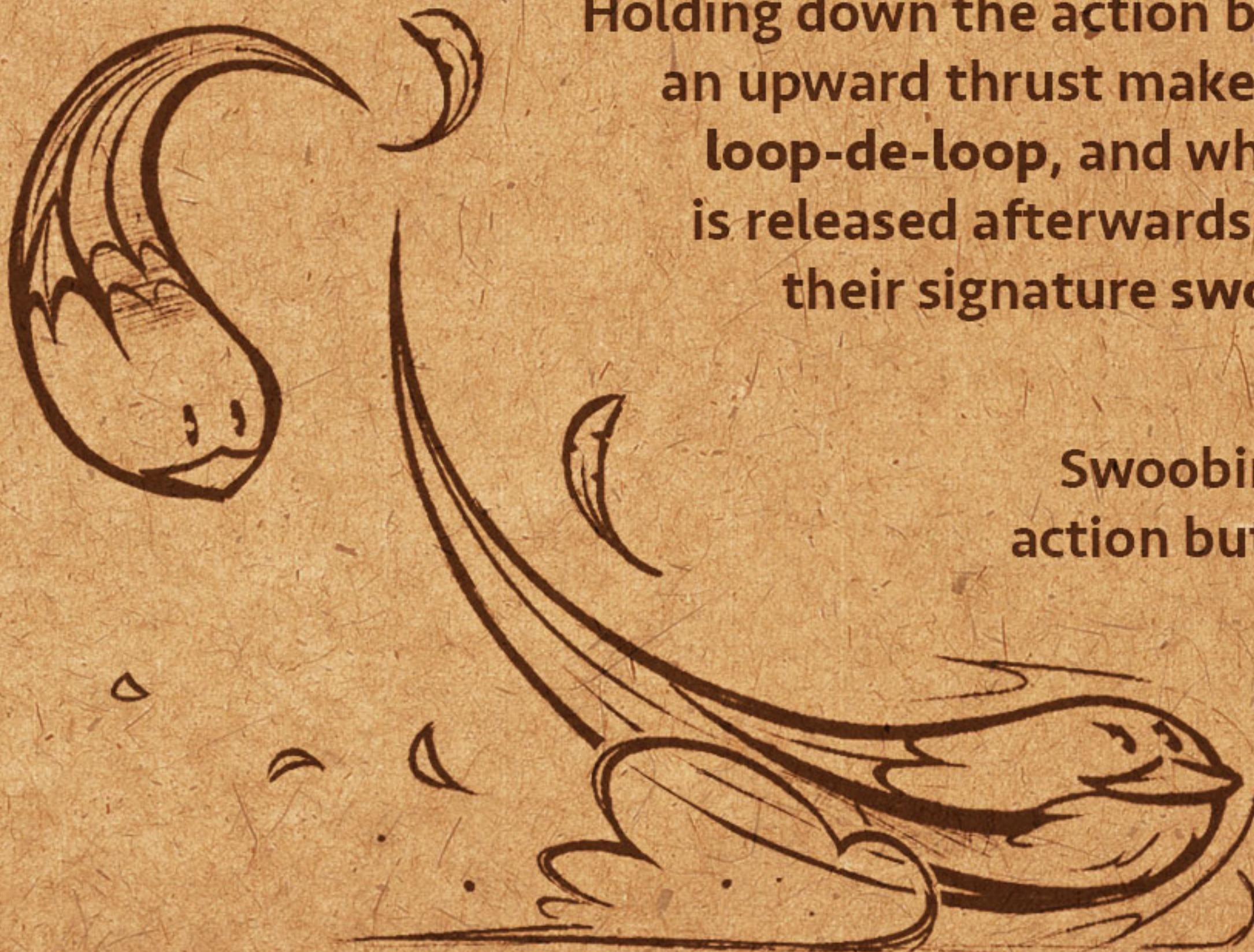
The action button lets Swoobird perform a **dash**, which is their primary method of attacking enemies.



However, when the action button is pressed at the end or during a dash, Swoobird will do an **upward thrust** into the air!



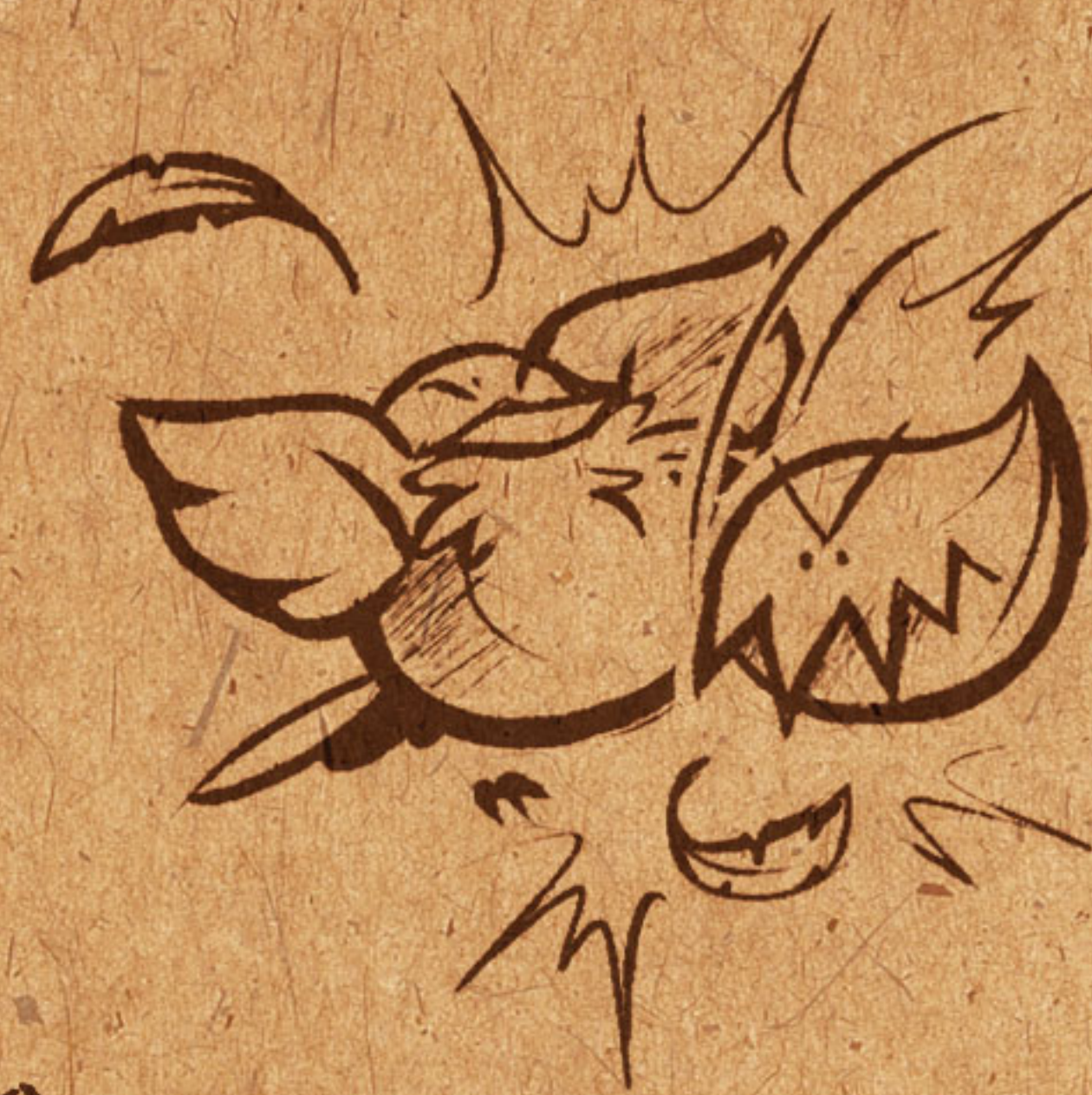
Holding down the action button at the end of an upward thrust makes Swoobird do a **loop-de-loop**, and when the button is released afterwards they'll pull off their signature **swoop attack**.



Swoobird will do a swoop attack right when the action button is released. Alternatively the player can keep the button held down to do a **nose dive**, which also allows for better positioning of the swoop attack.

Taking Damage

If Swoobird is hit by an enemy attack, they'll lose some feathers! It only takes three hits for Swoobird to lose all of their feathers and be defeated.

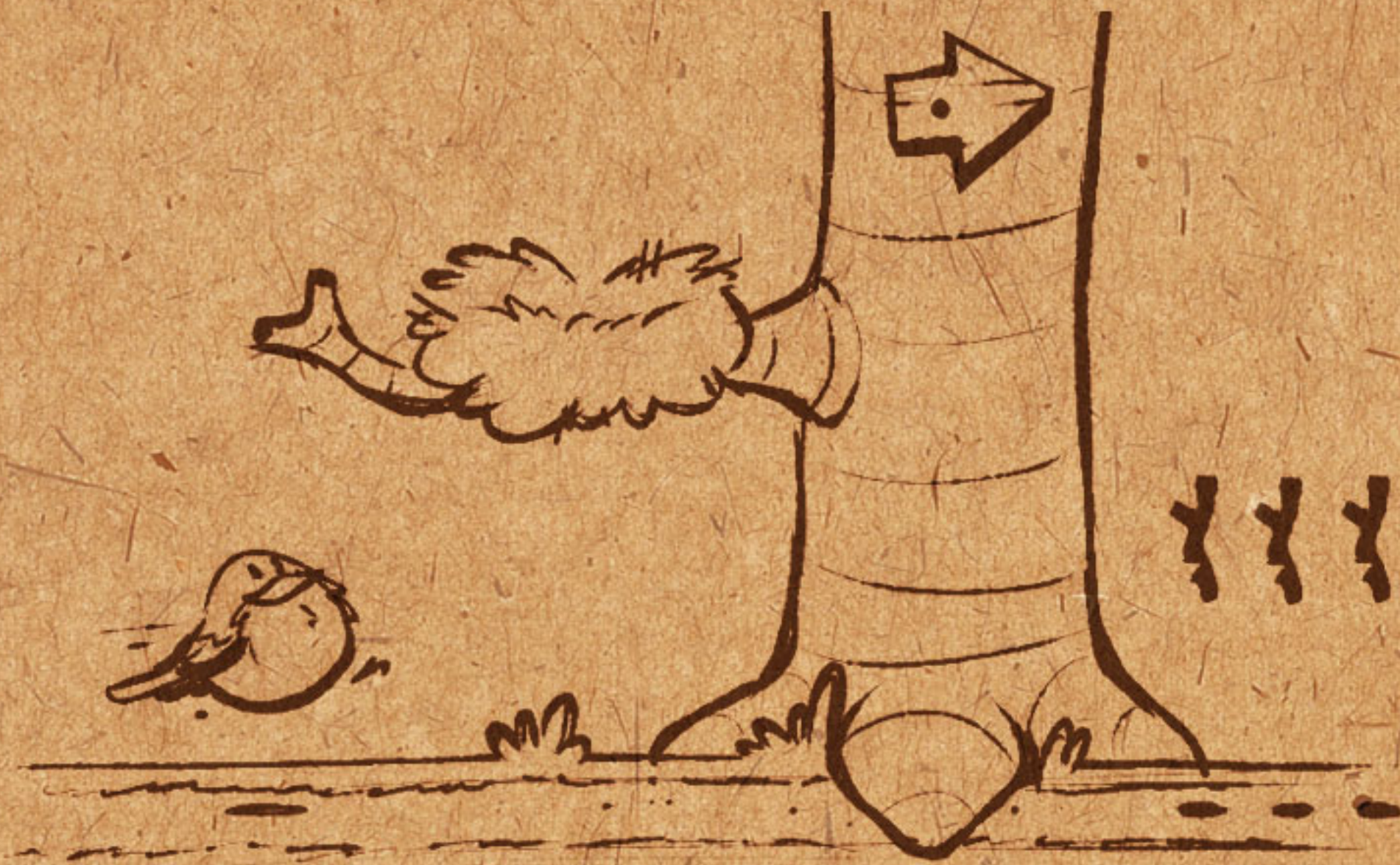


Luckily, Swoobird can replenish their health and feathers by eating dragonflies, which are scattered around plentifully throughout levels.



Checkpoints

In order to preserve a tight focus on gameplay, *Swoobird* has no traditional lives feature, and the player has an unlimited number of tries to complete a level.



Bird nests are found throughout levels and serve as checkpoints. All *Swoobird* has to do is touch a nest to summon an egg!

If *Swoobird* is defeated after activating a checkpoint...



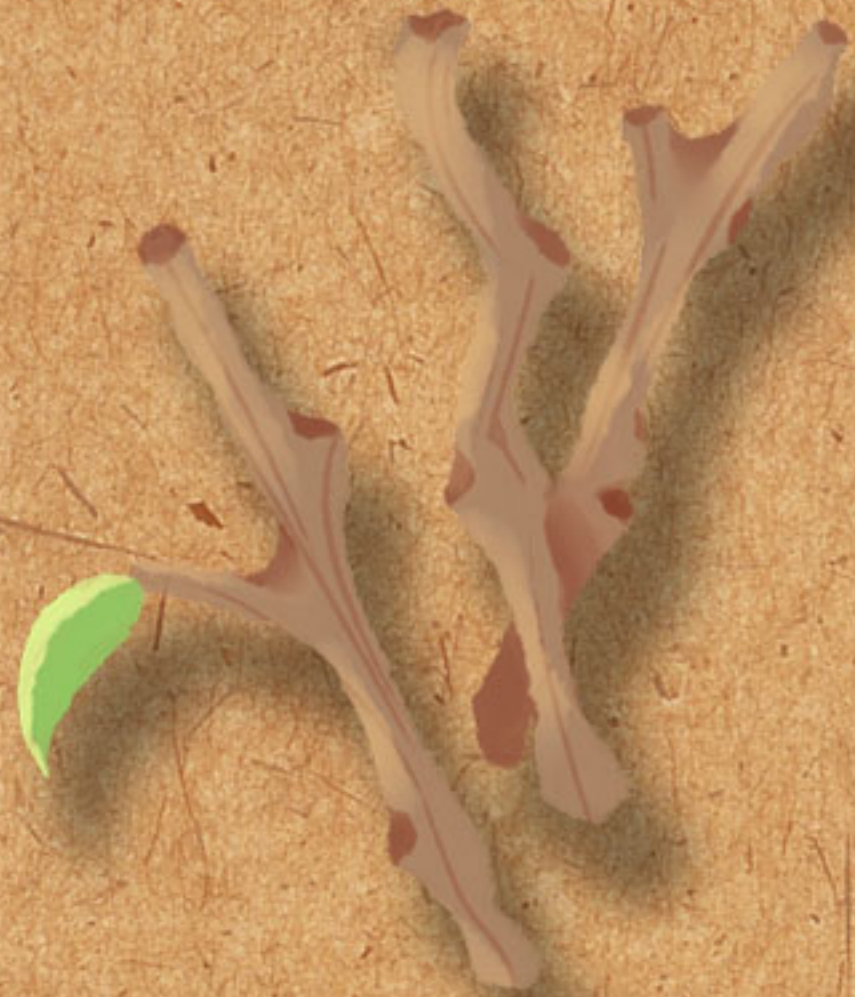
...out pops another *Swoobird* from the egg!



An egg will always be resting in an activated checkpoint even after one has hatched.

Collectibles

As Swoobird progresses through levels, they'll come across two main collectibles: **Twigs and Trinkets.**

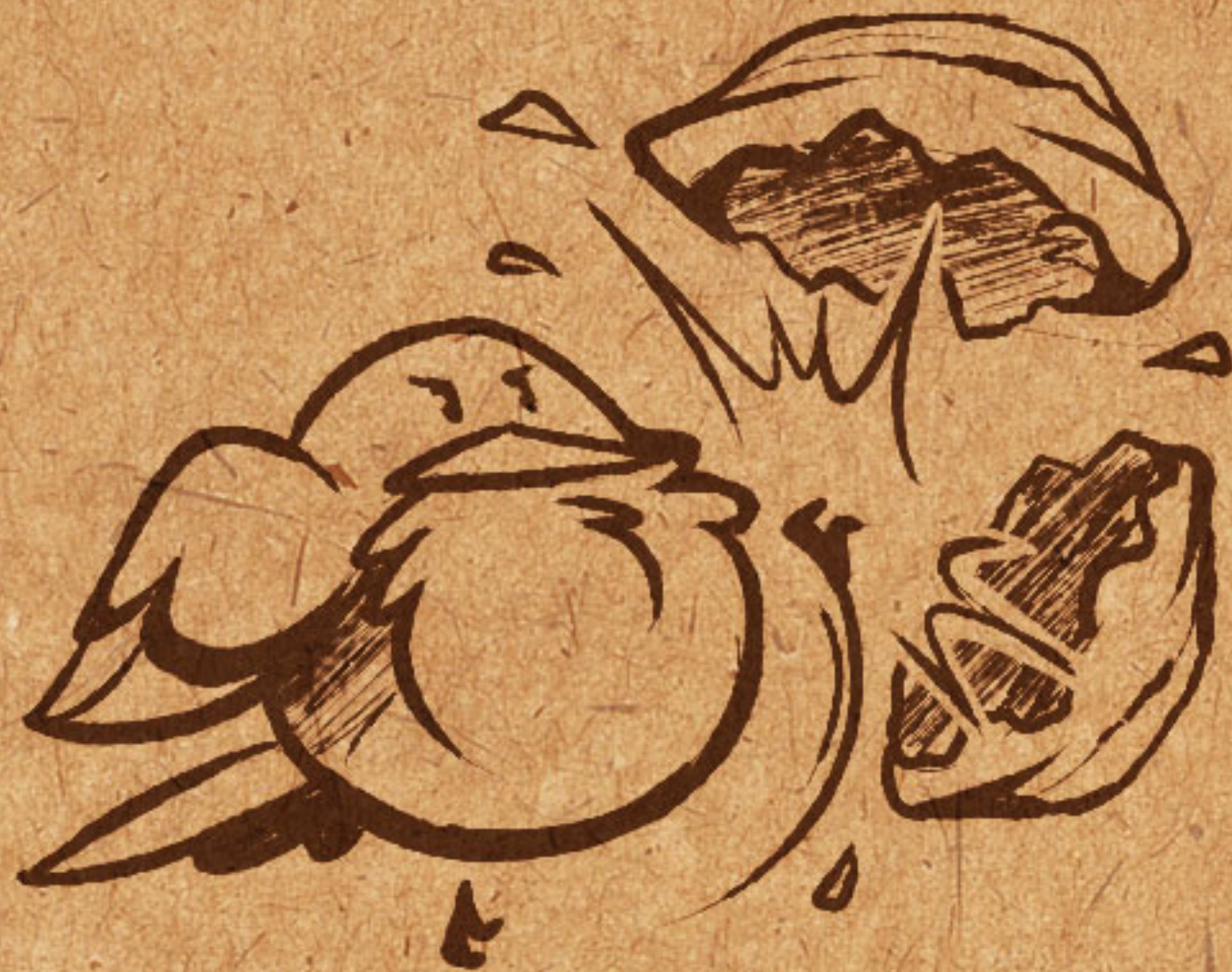


Twigs are scattered all over the place and can be compared to “coin” items in many other games. Swoobird can collect twigs to make their nest bigger, or even renovate their birdhouse if enough is collected.

Trinkets are harder to come by, but are definitely some intriguing objects. They don't appear to be made by natural means, so the history behind these things is left a mystery. Swoobird likes collecting these trinkets and keeps them on their collection shelf back at home.



Other Things



Walnuts can be found occasionally in levels, and can be broken open to reveal items. Said items could be twigs, power ups, or even pesky Nutnauts waiting to attack!



The Goal Pinwheel marks the end of the level. Spinning the wheel completes the level and Swoobird's score is tallied up. For an extra bonus, Swoobird exponentially gains more points depending on how fast they spin the wheel.

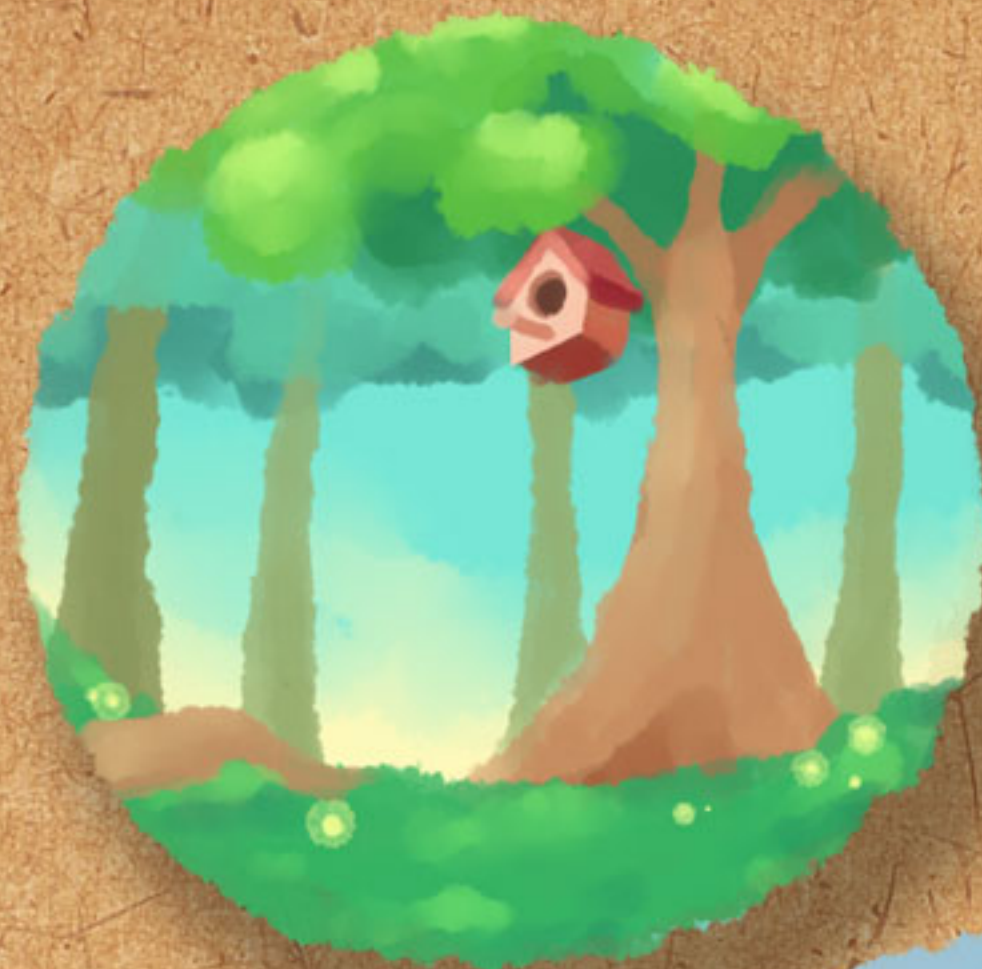


Worlds



Swoobird travels across a number of different biomes on their adventure, ranging from their lush, green home to the stormy skies above.

Each World is home to lots of different creatures, with a boss awaiting at the end.



Gameplay Mockup



Swoobird

A timid little sparrow with a big sense of adventure! Swoobird loves to flutter and swoop around in the fresh breeze, all while keeping their feathers all floofy and clean. They're always looking for ways to expand their collections, be it twigs for a bigger nest, or mysterious trinkets made from other eras.



Nutnaut

As the most basic enemy of the game, the ever-so-grumpy Nutnauts are on the lookout for pesky little birds putting an end to their scavenges. They're quick and nimble, but not too bright to compensate...

Acorn Helmet Nutnaut

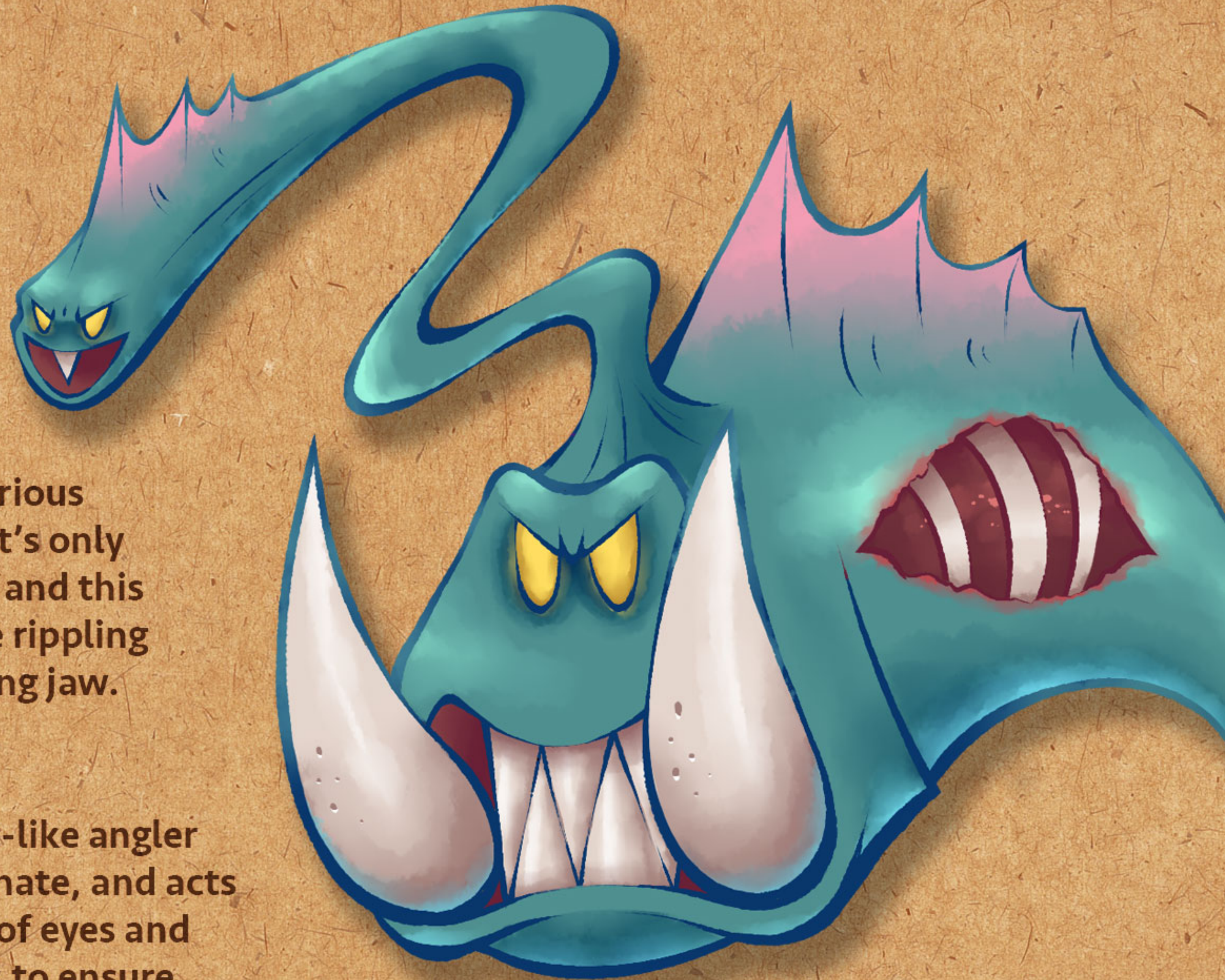
These Nutnauts come to the scene with extra protection! Not only can they take a bigger beating, but they're equipped with the ability to attach themselves to ceilings, waiting for the opportune moment for a surprise attack.



Liskett

The boss of a mysterious flooded palace, Liskett's only emotion is aggression, and this is apparent through the rippling waves and her snapping jaw.

Her sea serpent-like angler is Liskett Subordinate, and acts as another set of eyes and consciousness to ensure a quick victory.



Floomos & Boomos

When Swoobird takes to the skies, they're greeted with this boss duo, the masters of wind and thunder. These two work together and cause more mischief than they do balancing the forces of nature.



Floomos releases strong gusts from his bag and Boomos cracks lightning by beating his drum. Being made of clouds, shapeshifting lets no tiny bird able to touch them.