



DREAMS OF INFINITY

— A TALE OF IRRESPONSIBLE STUPIDITY —

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Story

Blocky has a problem. You see, Blocky desperately wants to devote all of his worship to the *Great Old One, Yog-Sothoth*. Unfortunately, the high-priests of *Vulgaria* do not want him to reach the *Hellish Portal that Yawns Hungrily Into The Black Depths of Infinity*. Worse, in order to get there...he actually needs to get off the couch and jump across a multitude of annoying obstacles and murder a bunch of priests just to reach it! Effort makes Blocky mad. But, those souls aren't going to unmake the cosmos without Blocky's help. Gritting his teeth and using his unfathomable rage as fuel, he sets off on a marvellous adventure that promises to annihilate the last vestiges of his already fragile sanity and awaken the creature that guards the gate of past, present and future - and bring it forth.

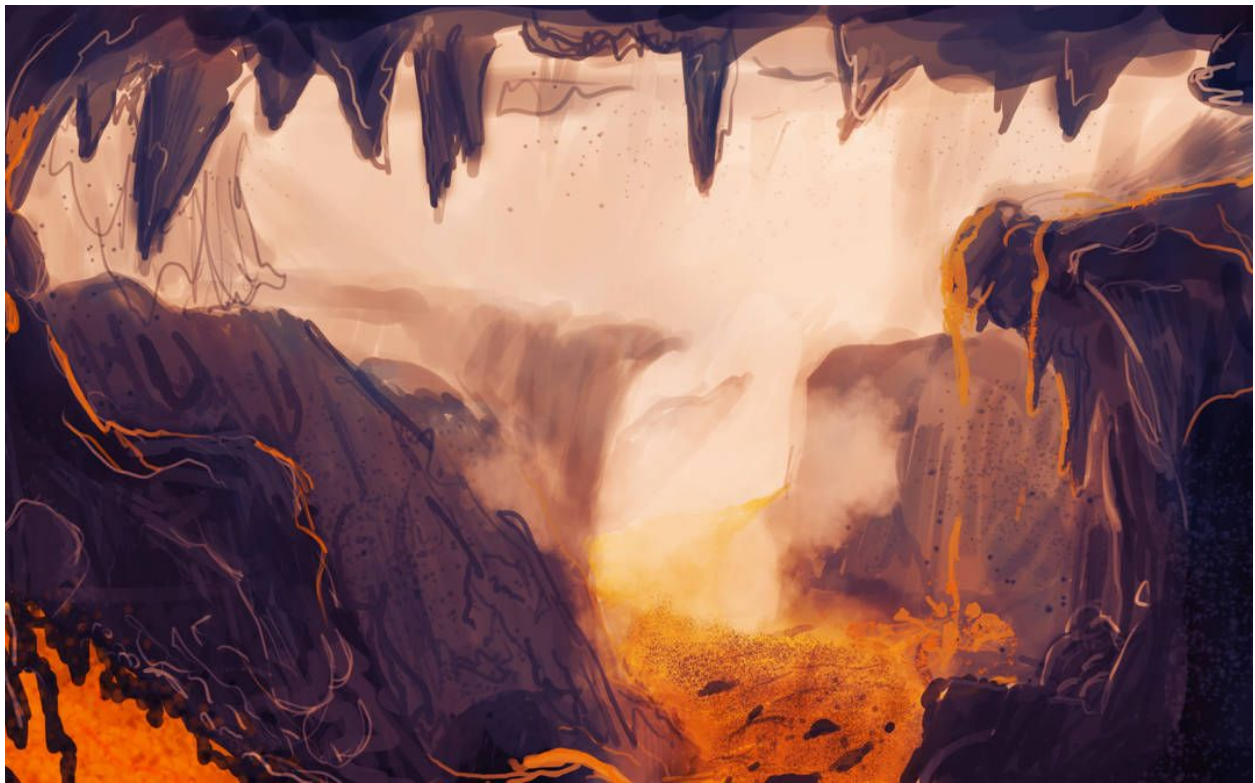


Figure 1: The Super Fun place lovingly called Magmoor Cavern.

Reference

Environment



Figure 1a: Lots of lava threatens travelers who do not take heed of the terrain.



Figure 1b: Lots of orange light from the burning lava provides light.

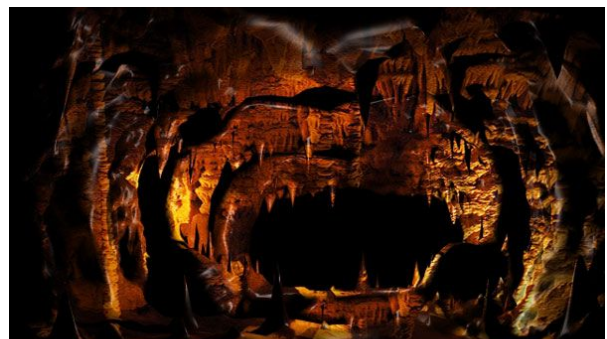


Figure 1c: The cavern is completely enclosed.

Setting



Figure 2a: Before the caverns, forested green mountainous terrain awaits.



Figure 2b: Bright sky and sunlight gives a nice contrast to the cavern interior.

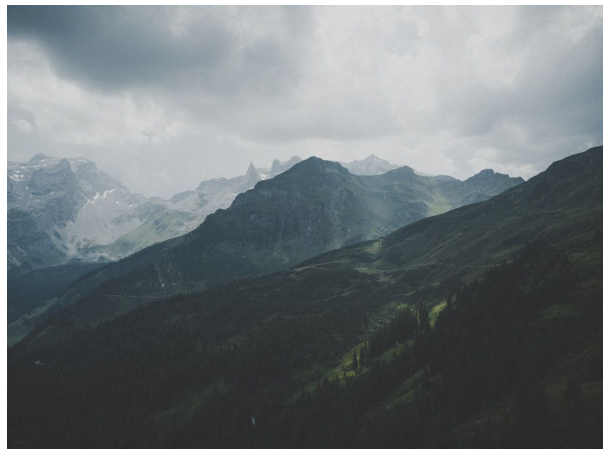


Figure 2c: Mountains loom in the background.

Objects and Features



Figure 3b: Platforms created from unusual erosion patterns jut out from place to place, providing a means for Blocky to leap around.



Figure 3c: Jungle Ruins await.



Figure 3d: A Jungle temple decorates the entrance to the Magmoor Cavern.



Figure 3a: Tucked somewhere after the cavern lies the wondrous and magical thing that Blocky Seeks, the *Hellish Portal that Yawns Hungrily Into The Black Depths of Infinity*



Figure 3b: The mountaintop area is quite different than the lower regions, with more rocky and random topography.

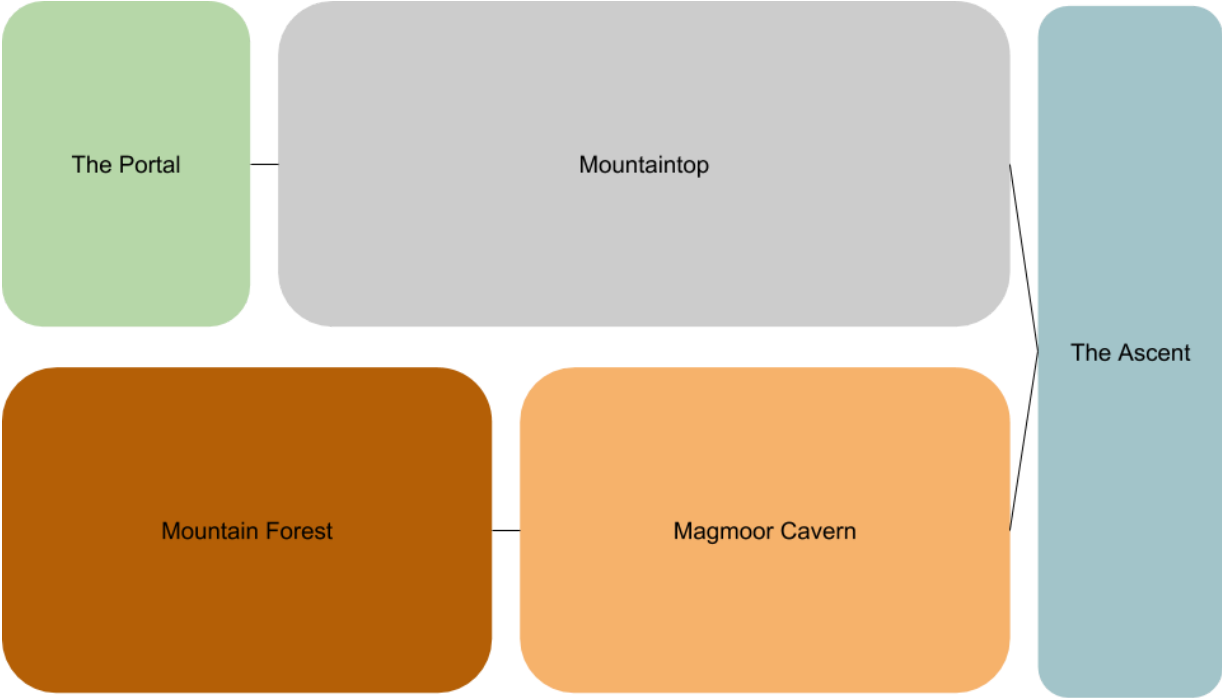


Figure 3c: Bright deadly lava threatens players with certain doom.



Figure 3d: A dense mountain forest gives a tonal change to the upper mountaintop.

Program



Mountain Forest

- Health
- Orbs
- Basic Priest
- Interactive Block(S)
- Interactive Block(L)
- Trees
- Rocks
- Foliage
- Water
- Temple

Magmoor Cavern

- Health
- Orbs
- Alien Statue
- Basic Priest
- Shooting Priest
- Priest Overseer
- Timed Platform
- Moving Platform
- Jump Pad
- Interactive Block(S)
- Interactive Block(L)
- Lava Floor

Mountaintop

- Health
- Orbs
- Basic Priest
- Shooting Priest
- Priest Overseer
- Water
- Cave
- Trees
- Rocks

The Ascent

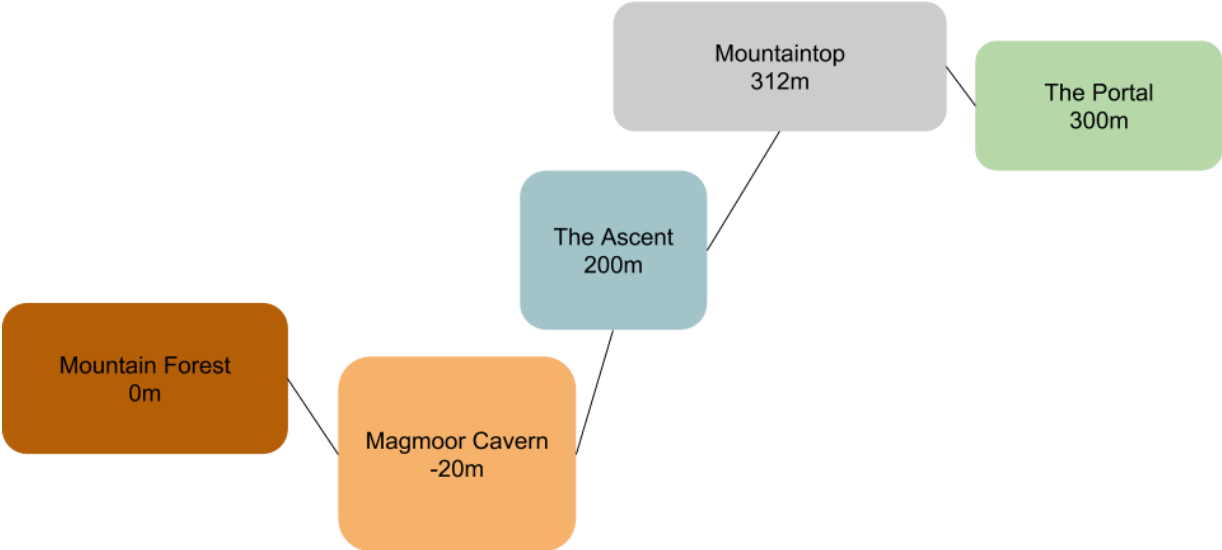
- Rocks
- Timed Platforms
- Shooting Priest

The Portal

- Rocks
- Portal
- Priest Zealot

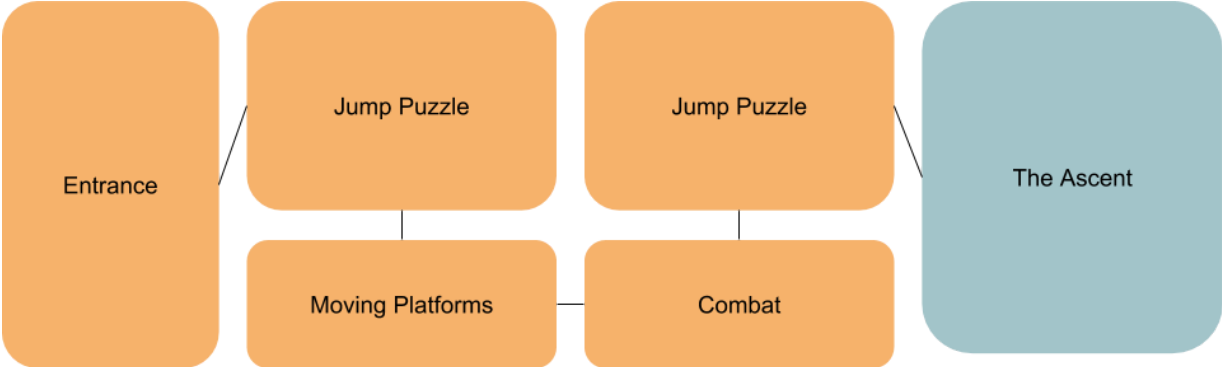
Diagrams

Elevations



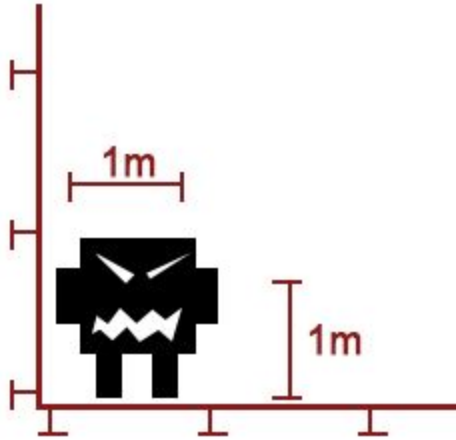
4a: Each section is placed at a different elevation, constantly pushing the player upwards.

Bubble Diagram - Magmoor Cavern Progression

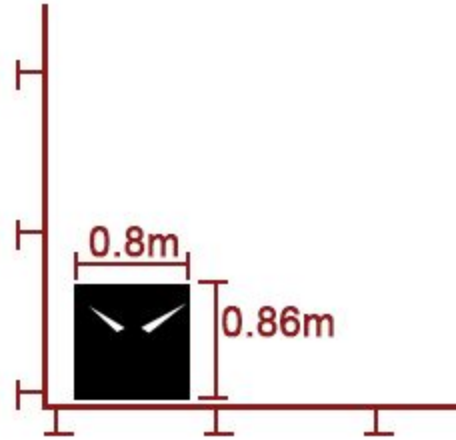


4b: Progression within the Magmoor Caverns. It is largely based on jumping, with falls leading to certain death. Affordances are plenty, allowing for players to approach each area from multiple potential routes.

Metrics



Blocky, full of hate and rage, stands about 1 meter tall and wide.



The cultists trying to protect the portal from interference are somewhat smaller than blocky, on account of having no limbs.

Jump Type	Height	Velocity
Jump	2 tiles	13
Double Jump	3 tiles	13
Triple Jump	Disabled	Disabled

New Moves

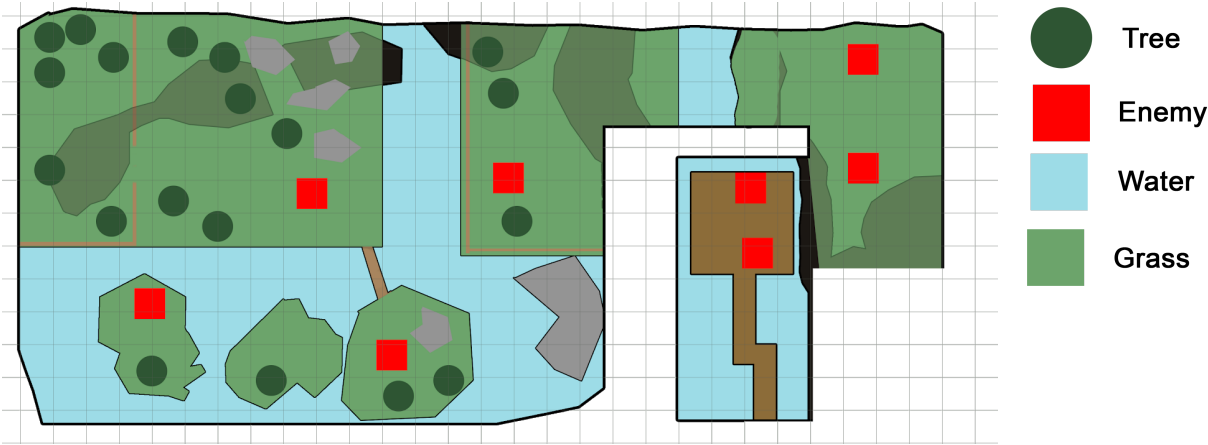
Jump Type	Button	Effect
Dash	X (or SHIFT)	Magnify running speed. Increases jump distance.
Attack	Y (or CTRL)	Can attack enemies, and rebound shots.

Object List

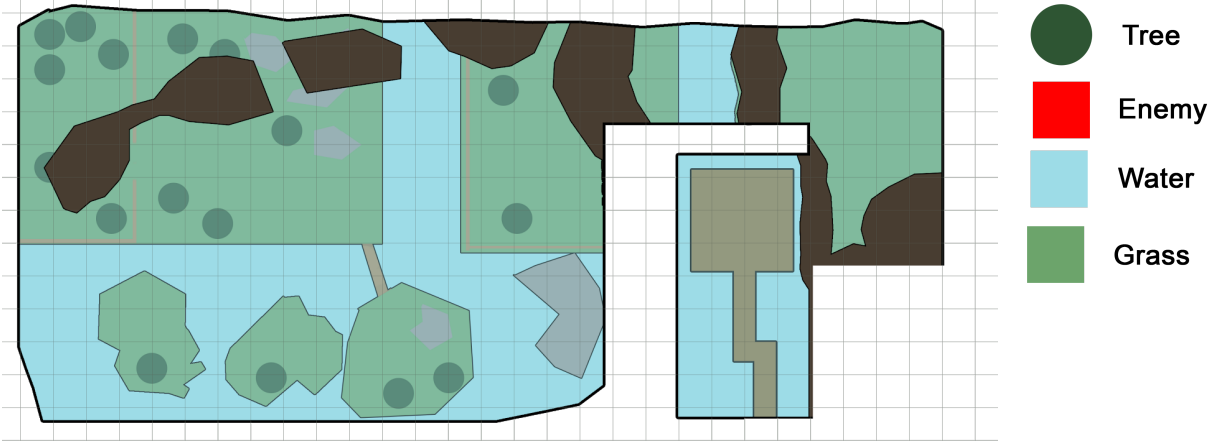
Object Name	Height (approx)	Width (approx)	Depth (approx)
Portal	10m	10m	11m
Portal Stairs	6m	1.7m	12m
Health Pickup	0.8m	0.3m	0.3m
Orb	0.1m	0.1m	0.1m
Moving Platform	0.2m	1m	1m
Timed Platform	0.2m	1m	1m
Foliage	0.1m to 3m	0.1m to 3m	0.1m to 3m
Tree	Varies widely	Varies widely	Varies widely
Rock	Varies widely	Varies widely	Varies widely
Interactive Block(S)	0.9m	0.9m	0.9m
Interactive Block(S)	3m	0.9m	0.9m
Alien Statue	30m	12m	5m
Base Terrain Tile	0.2m	4m	4m
Temple Block	1m	1.2m	1.2m

Layout / Maps

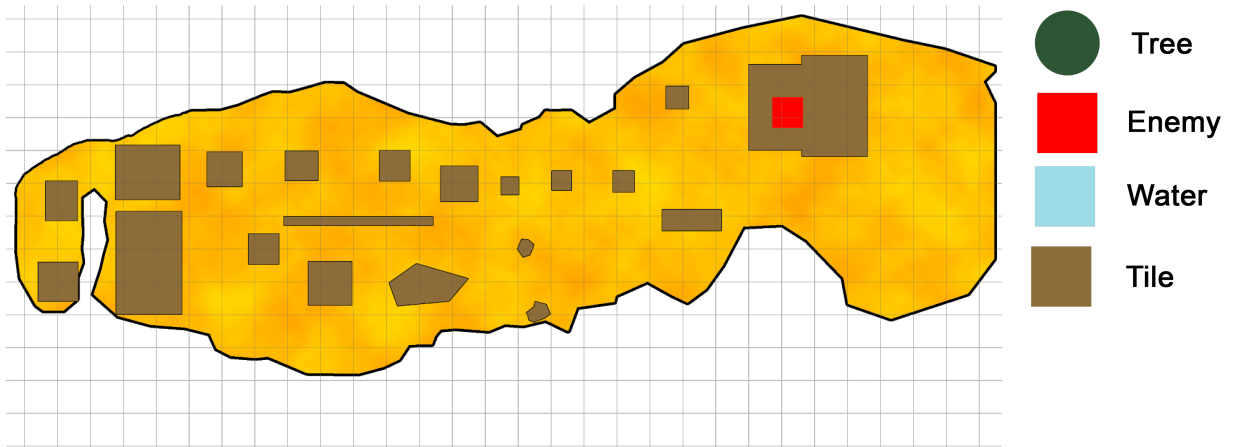
Mountain Forest



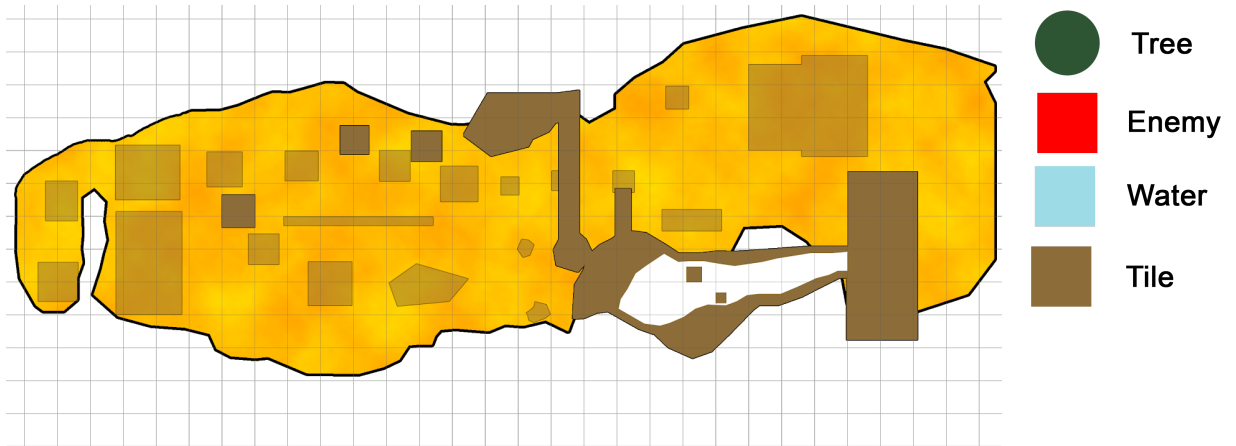
Mountain Forest (Upper)



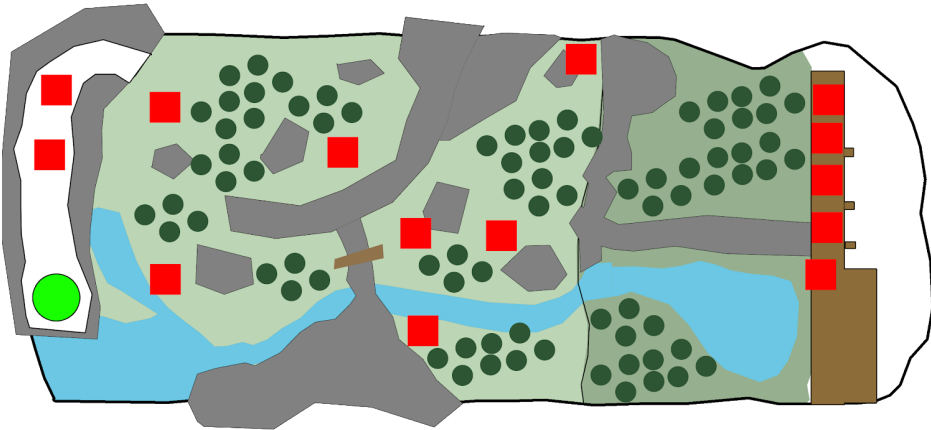
Magmoor Cavern



Magmoor Cavern (Upper)


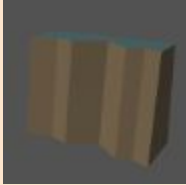







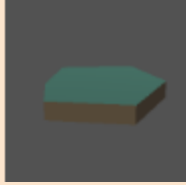

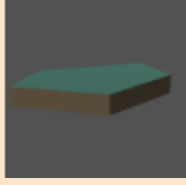

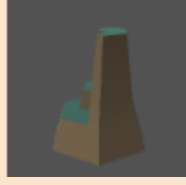

Mountaintop

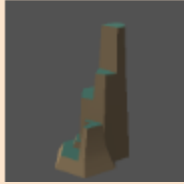
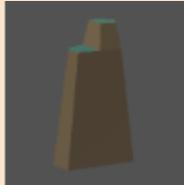
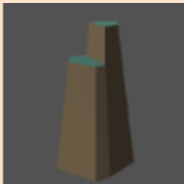



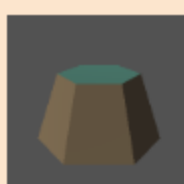


- Tree
- Enemy
- Water
- Tile
- Grass
- Portal


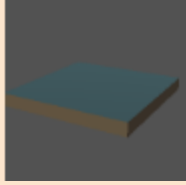
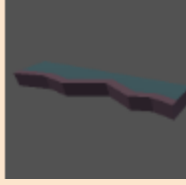




Schedule








Region	Sub	Object	Use	Image
Mountain Forest	BASE	cliff01	32	
	BASE	cliff02	5	
	BASE	cliff_corner1	5	
	BASE	cliff_corner2	3	
	BASE	cliffstep	2	
	BASE	pillar1	3	







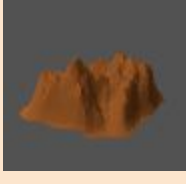
	BASE	pillar2	1	
	BASE	platform1	3	
	BASE	platform2	4	 
	BASE	platform3	1	
	BASE	platform4	2	
	BASE	rock01	3	
	BASE	rock02	12	








	BASE	rock03	2	
	BASE	rock04	14	
	BASE	rock05	3	
	BASE	rock06	16	
	BASE	rock07	7	
	BASE	rock08	5	
	BASE	rock09	7	








	BASE	rock10	6	
	BASE	stone01	5	
	BASE	stone02	6	
	BASE	stone03	5	
	BASE	stone04	7	
	BASE	stone05	6	
	BASE	stone06	4	





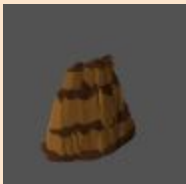


	BASE	stone07	6	
	BASE	terrain_base	68	
	BASE	terrain_edge	32	
	BASE	terrain_corner	3	
	PLANTS	bush	15	
	OBJECTS	fence	24	
	PLANTS	flower01	6	

	PLANTS	flower02	5	
	PLANTS	flower03	18	
	PLANTS	grass01	10	
	PLANTS	grass02	10	
	PLANTS	grass_hang	3	
	PLANTS	log1	2	
	PLANTS	shroom1	12	

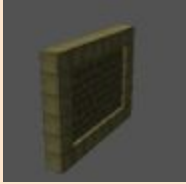






	OBJECTS	stonecircle	2	
	OBJECTS	stump	10	
	PLANTS	tree01	10	
	PLANTS	tree02	8	
	PLANTS	tree03	8	
	PLANTS	tree04	6	
	HERO	mountainhuge	4	

Region	Sub	Object	Use	Image
Magmoor Cavern	BASE	block1x1	60	
	BASE	block1x2	5	
	BASE	block1x4	12	
	BASE	block3x3x3	75	
	BASE	blockrounded	32	
	BASE	blockwallruin1	8	
	BASE	corner1	5	






	BASE	fence2	32	
	BASE	fencecorner	10	
	BASE	firepillar	3	
	BASE	ground2x2	28	
	BASE	ground2x4	12	
	BASE	ground4x4	100	
	BASE	groundflat2x2	20	

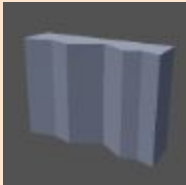
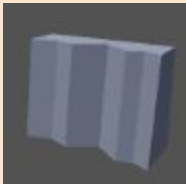
	BASE	idol2	16	
	BASE	idolblock	58	
	BASE	magmapillar_small	3	
	BASE	magmapillar_tall	2	
	BASE	mountain1	10	
	BASE	mountain2	6	
	BASE	rock1	20	



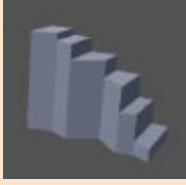


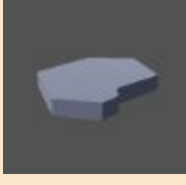

	BASE	rock2	24	
	BASE	rock3	12	
	BASE	rock4	11	
	BASE	rock5	14	
	BASE	rock6	15	
	BASE	rock7	9	
	BASE	singlecube	98	

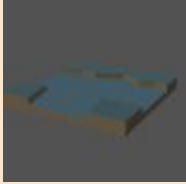
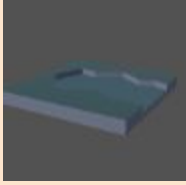
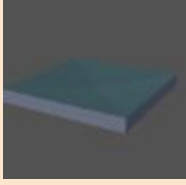
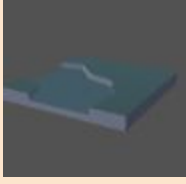
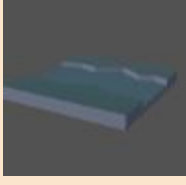


Magmoor Cavern	OBJECT	blockdeco1	5	
	OBJECT	blockdeco2	4	
	OBJECT	fencepost	8	
	OBJECT	idolpillar	4	
	OBJECT	idolbase	40	
	OBJECT	lantern	8	
	OBJECT	largedoor	1	







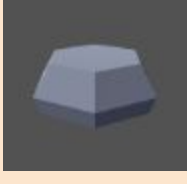
	OBJECT	lightorb	4	
	PLANT	plant4	4	
	PLANT	plant6	5	
	PLANT	plant7	4	
	OBJECT	ruinwall1	4	
	OBJECT	ruinwall2	4	
	OBJECT	spreadblocks1	2	








	OBJECT	spreadblocks2	2	
	OBJECT	spreadblocks3	2	
	OBJECT	spreadblocks4	2	
	HERO	Alien Statue	1	
	HERO	Gate 1	1	

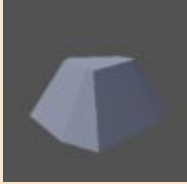

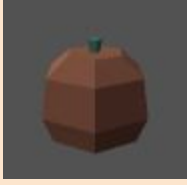




Region	Sub	Object	Use	Image
Mountain Forest	BASE	cliff1	12	
	BASE	cliff2	18	








	BASE	cliff3	2	
	BASE	cliffcorner	6	
	BASE	cliffsteps	2	
	BASE	cliffwall2	12	
	BASE	jaggedcliff	4	
	BASE	platform	6	
	BASE	river1	2	


	BASE	river2	2	
	BASE	river3	2	
	BASE	river4	2	
	BASE	river5	4	
	BASE	river6	2	
	BASE	riveredge	2	
	BASE	stone1	23	

	BASE	stone2	42	
	BASE	stone3	20	
	BASE	stone4	14	
	BASE	stone5	22	
	BASE	stone6	43	
	BASE	stone7	32	
	BASE	stone8	44	

	BASE	stone9	22	
	BASE	stone10	22	
	BASE	terrainedge	32	
Mountain Forest	OBJECT	kindling	2	
	OBJECT	pebble1	12	
	OBJECT	pebble2	24	
	OBJECT	pebble3	12	

	OBJECT	pebble4	22	
	OBJECT	plynth	8	
	PLANT	pumpkin	5	
	OBJECT	stoneface	8	
	OBJECT	tent	1	
	PLANT	tree1	10	
	PLANT	tree2	12	

	PLANT	tree3	14	
	PLANT	tree4	9	
	PLANT	tree5	12	
	PLANT	tree6	12	
	PLANT	tree7	12	
	PLANT	tree8	9	
	PLANT	tree9	8	

	HERO	Portal	1	
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