Escape from Zoo Island 2022-03-29

Set up

The player travels to the zoo island with their parents. They beg their parents to get some candy but they get none and wander off when they see an open side door. Inside the door is a storage room full of zoo snacks and they eat all they can until they faint. The zoo has closed when they wake up, and turns off the main electricity to escape. Which also causes all zoo cages to open and animals to escape.

The player needs to get to the control tower to call for help. To get in there, the player needs to rewire 3 backup batteries to the main line. Unfortunately this will release the backup lock on underground cages and have the player face off against a t-rex [this will probably not be made in the game jam, and the game will end with a cliffhanger before the boss fight].

Player Actions

Jump - Jump.
Lure / Pet - Short range and makes animals happy, you need to pet some animals multiple times, similar to attack / HP. The lure is the same move and is triggered when animals are far away.
Special - Zoo Snacks Catapult, when found.
Contact with enemies - Knocked back and drop pickups.

Player upgrades

(Lure - Lure the animal towards you.)
Zoo Snacks catapult - Throw snacks towards Animals to make them happy, some require multiple snacks to become contempt. They stand still for a few seconds.
Spark boots - You can jump on animals and get a boosted jump away from it.
Ride - Controls animals for a while. You can double jump like with yoshi and drop the animal.
Universal key - Lock or unlock all doors.
Zoo Tourist Map - Show general location of animal areas and hotspots.
Maintenance map - Shows adjacent supporting areas for maintenance personnel.

Enemies

Baby Tiger - Runs away. Can have items attached to them.
Krokodil - Flat and wide, moves below the water surface like a shadow and jumps upwards below the player.

Giraffe - Extends it's head upwards
Parrot - Circle around other enemies. Also mimics the player's sound.
Monkey - Climbs up and down in trees. Throw banana peels towards the player.

Sequence

Storage - Turn off electricity to escape from the storage room.

Pick ups - [order not decided yet, but it will be a little free form.]
Turn on 3 backup batteries

Reach control tower

Graphical themes

Inside building
Zoo grounds
Jungle
Sewer

Areas

Storage area - Starting area inside storage

Tigers - low vegetation, stones and a little water, and some trees.
Giraffes - long trees.
Monkeys - Platforming between trees.
Crocodiles - Water, stones and low trees.
Parrots - multiple cages of birds.

Zoo grounds - Benches, lampposts, railings. It's possible to jump down into some of the areas while others are protected by a fence.

Sewer system - Links multiple cages and can access the ground level through manholes and ladders. It's filled with crocodiles.
Maintenance area - at the side of changes.

Control tower - There's signs and out of funcion telephones all over the place point towards the control tower. The place is mostly stairs and has a large area at the top. It's locked until the end of the game.