Team: *Uncomfortable Silence*
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CMPS 80K

**Shift**

Shift is a survival platformer where the goal is to collect as many souls as you can without touching any of the opponents. Although this version is a prototype of one of the basic objectives of the full game, the challenge is enough to give support as a stand alone game. As you make your way to the other side of the park, you must collect the right amount of souls to pass on to the next challenge. Along the way are bird-like creatures you must avoid at all costs, or risk starting from the beginning. There is no lives or health bar, but the challenge of making it to the end with as many souls as you can get.

**Story:**

A cycle occurs every millennium, where a natural force, neither good nor evil, is awoken and given a shape to choose who will reshape the world into however they see fit. Every individual on the planet who has a “will” are born with innate powers, where only a few are able to tap into it, while others are left clueless. The natural force sends a wave through the planet, which fully awakens the powers of the strongest “wills”, and grants each one the knowledge of the cycle. In shift, the player chooses between 6 different characters, each with their own agenda, some of which have chosen to team up, while others are on their own. Whether to make the world stay the same, or to chance it to what one thinks will be best, the force tests each candidate in strength of intelligence, imagination, and above all, will. If they all chose not to participate, or none was able to make it to the natural force alive or under a certain amount of time, then all the candidates die, along with other “will’s” that were awoken, because they won’t have the “life’s to shift into their true form and relieve the stress that their normal bodies would have to endure with their awaken powers.

**Rules:**

Up, right/left = jump
Right=right
Left=left

Collect as many souls as you can without touching any creatures. In touching a creature, you start your score over from the beginning. The main objective is to see how long you can go and how many souls you can get before you make a mistake and touch a creature. Though it is possible to jump on the creatures to gain more souls, it’s a large risk of starting your score from the very beginning.