

Bino Blast Design Documentation



Bino Blast will be a fast paced metroidvania game, taking heavy inspiration from the game Cave Story.

Bino Blast will include...

- Multiple areas to explore! (Mountains, Desert, etc.)
- Fast paced gameplay focusing on rolling and bouncing!
- 8 different abilities, each with their own unique characteristics!



The characters so far!

- Bino



- Bini

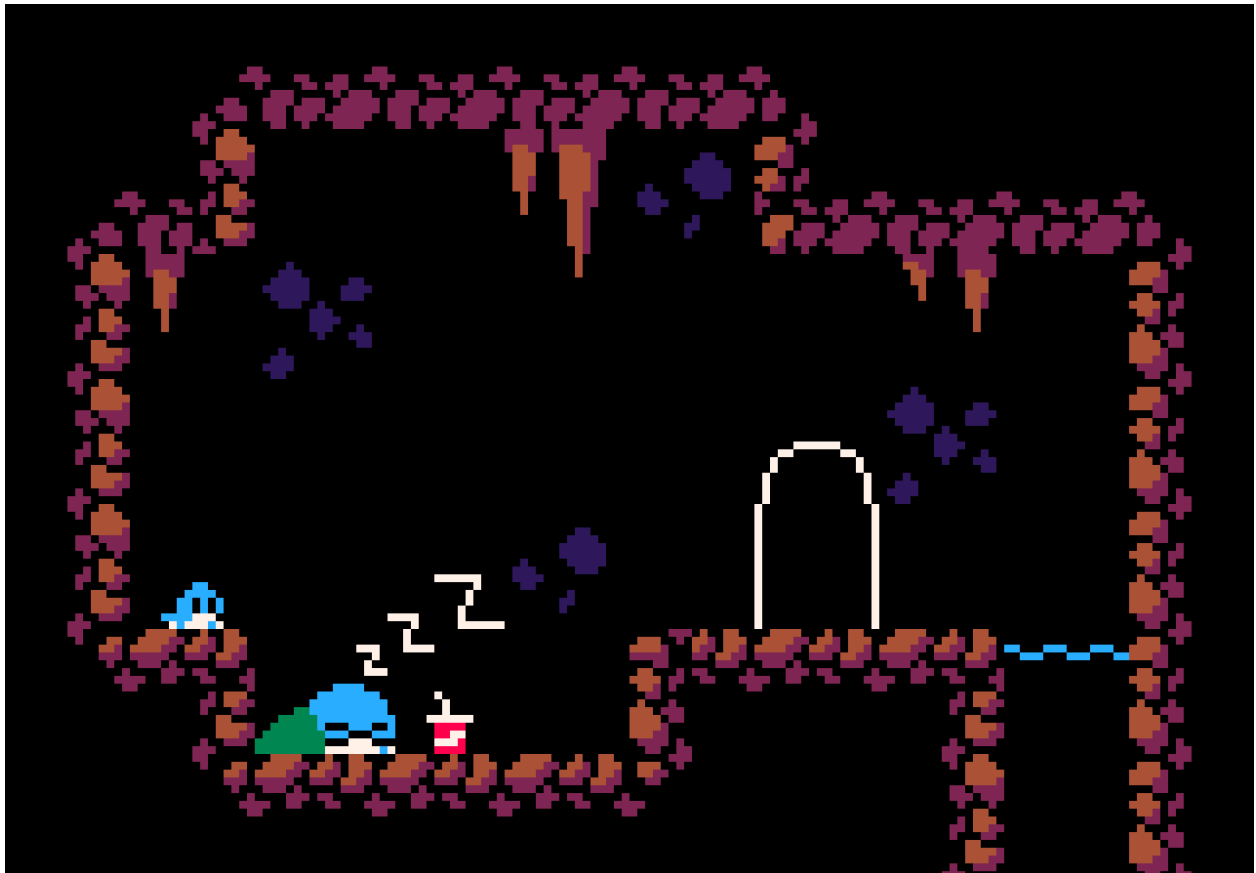


The Plot!

- Bini sneaks away from home during Bino's nap time. Bino wakes up and realizes he isn't there!

Your Goal...

- Bring him back in one piece!



The Controls will be simple...

A-D – Movement

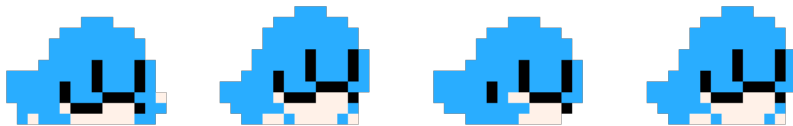
W – Look Up

S – Crouch

K – Jump

J – Attack

(Controls can be remapped)



Bino Blast – Abilities

Ideas may be subject to change

Bino (No abilities):

- Can perform a short range spin dash by pressing (attack) that can be used for both mobility and an attack. Continue holding (attack) after dashing to continue rolling for a short distance. Has a slight upwards/diagonal arc when used mid-air. Roll Speed is affected by momentum.
- Can perform a bounce attack while midair (down + attack midair). Increases height with every bounce (Up to a certain limit). Maintains Bino's horizontal momentum upon use. Can gain height from bouncing on enemies as well.
- Collecting a *Powberry* grants a powered up dash attack that can ricochet off of angled tiles/surfaces. Can only store one charge.
- UNLOCKABLE ABILITIES:
 - Lob Shot: Holding (up + attack) lets Bino aim an arcing spin attack. Releasing attack shoots him in the direction you are aiming. Can be useful for aiming at enemy weak points.
 - Bounce Upgrade: Increases the damage dealt by Bino's bounce attack and enables it to break certain tiles.



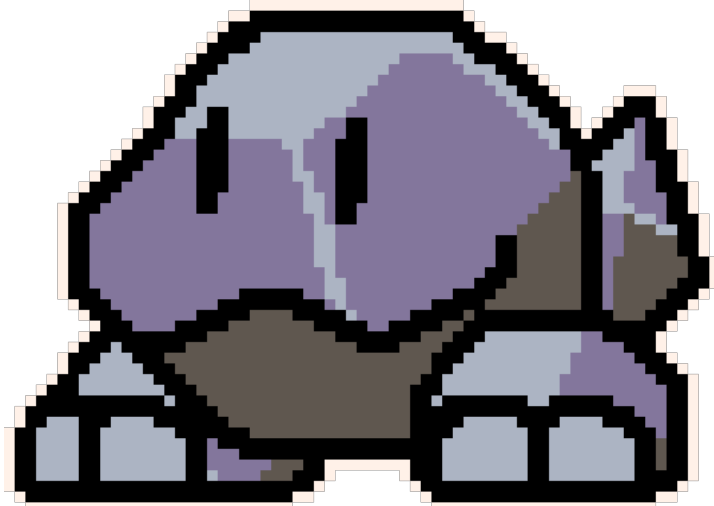
Flambino:

- Ability obtained by eating a *Fiery Hot Pepper*
- Spin is replaced with a high-speed, flaming sprint attack. Sprinting depletes energy meter. Meter can be recharged either by defeating enemies, collecting a Fiery Hot Pepper, or by simply waiting (not sprinting). Can be activated mid-air.
- Can spit out fire breath when holding (down + attack) while on the ground. Has decent range but deals low damage.



Bouldino:

- Ability obtained by eating a *Pome-Granite*.
- Slows Bino's movement greatly and makes him immune to certain hazards (fire and spikes for example). Also significantly lowers his jump height.
- Spin is replaced with a powerful short range bash.
- Automatically stumbles down slopes at high speeds. Can damage enemies during this.
- Sinks in water. Cannot move in water until the floor is reached.
- Jumping counts as a stomp attack, which can break certain tiles and objects.



Bininja:

- Ability obtained by eating a *Ninja Starfruit*
- Spin is replaced with a multidirectional dash. Can dash in 8 directions and can be used mid-air. Dashing through an enemy slashes it with a katana, dealing damage. Cannot dash again until ground is touched, however hitting an enemy resets the cooldown entirely.
- Lets Bino perform wall jumps.
- Lets Bino jump on enemies without having to use bounce. Jumping on an enemy also resets his dash cooldown.



Binoazard:

- Ability obtained by eating a *Toxapple*.
- Spin is replaced with a toxic dive. Moves in a forward arc and pierces through enemies dealing damage. Can be used mid-air.
- Bino can become a puddle and traverse on the wall upon diving into it. Attacking while in this form (while stuck to wall only) causes Toxic Bino to dive out of the wall.
- Pressing (down + attack) will allow Bino to become a puddle where he is standing. Pressing (up) will return him to his normal form.
- Puddle can also traverse on ceilings.



Cowbino:

- Ability obtained by eating a *Drawberry*.
- Spin is replaced with a friccen GUN. Bino can shoot bullets in 3 directions while grounded (up, left, and right), and 4 directions while mid-air (up, down, left, and right).
- Shooting downwards while mid-air will recoil Bino upwards.
- Shooting uses up ammunition of course! Bino can hold up to 6 bullets. Ammo refills either after Bino has no more bullets left, or if he simply doesn't shoot for a certain amount of time. Can only refill while grounded (Ammo refill takes 3 seconds).



Seraphino:

- Ability obtained by eating an *Angel Peach*.
- Holding jump mid-air allows Bino to fly for a short amount of time.
- Holding jump after flight ends will cause bino to slowly glide downwards.
- Gives cool sparkles to Bino's spin and bounce!



Bombino:

- Ability obtained by eating a *Boom Melon*.
- Gives Bino a fuse, causing him to explode after a certain time limit. Better get moving!
- Increases Bino's movement speed greatly.
- Holding (down + attack) while grounded will shorten the time limit.
- Explosion covers a wide radius around bino. Greatly damages enemies and breaks certain tiles. Reverts him to his normal state.
- Will make for fun time attack puzzles 😊

