

Life of Blob

The picture on your site really helps, to understand how you want to have the game, that is really nice it does not have to do with your game in general, but it was something which just fell into sight and having art like this for your game would be a good idea! All in all the concept seems to be quite interesting, although parts of it are certainly known from other games.

The eating and getting bigger kind of reminds of the game Flow, but in your game it does more depend on what you eat and you have a more straight forward evolution.

We thought about Flow, since you mentioned that you need to be able to attack bigger enemies, in Flow this was handled, by the possibility to eat body parts of bigger enemies (and they become smaller when doing this since they lost a body part). We are not sure if this would be possible in your game, but there this aspect was quite interesting.

Another game which somehow came in mind, when looking at your game, was desktop dungeon. From the first look, they are completely different, but in desktop dungeon you also go into a world where there are stronger opponents, and your goal is to kill all the opponents and you kill the weakest first to get stronger and so on.

This game is more interesting to play for longer times, since you have levels you want to finish, unlike in flow where you were just flowing around eating stuff with no real goal.

From what we understood you also want to have different levels, and we think this is a good idea.

Having different levels, where you start from a small blob, which can be "solved" gives kind of an achievement and helps to be motivated for longer times.

You could even have a overlaying story this way or at least something like a level choice/ladder like in candy crush saga etc.

Your decision to kind of mix procedurally generated levels with crafted parts (your local puzzles) will help to make it feel more interesting, since often in purely procedurally generated worlds they feel not that interesting/somewhat lacking.

On thinking about the procedurally generated levels it will be quite hard (but interesting) to balance your enemies, since you need to have some way to get big enough to eat the opponents by having small enough opponents, on the other hand you also need to have big opponents such that is a challenge. This would be not hard on itself, but you must somehow guarantee, that you can also reach the small enemies and are at spawn not surrounded by the big enemies. Also you somehow need to guarantee to not get stuck, when getting to big and having some enemies in unreachable parts of the level.

One way to test your procedurally generated levels could be to do it in a way like Desktop Dungeons. Having the enemy not moving and you being able to just eat smaller ones.

Having such a simple model could help in testing a lot and in desktop dungeons this is way more fun, than you expect (although the difficulty is quite high!).

We look forward to see, how your game will evolve!