

Concept

Cosmic Dentist is a light hearted, yet action packed single player collectathon 3D platformer. The game will be very much in the vein of Super Mario 64, Sunshine, Galaxy 1 / 2, Odyssey, Psychonauts, A Hat In Time, and Rayman 2 / 3. Cosmic Dentist features fun characters, memorable enemies, precise movement mechanics to learn and master, fun environments to explore, family friendly cartoon violence, unique boss fights, lots of dentist related puns and gags, and stylized visuals that will draw you back in for more.

The game is third person over-the-shoulder. Controls will be designed with an Xbox controller in mind first, with mouse and keyboard input coming second. You play as Dr. Janet Fluorence, an intergalactic dentist on a mission to stop interplanetary tooth decay, and put a golden smile on every planet. Your arsenal includes a giant toothbrush, a floss lasso, and a toothpaste cannon. These tools come in handy equally for fighting enemies and navigating the world.

Per the classic collectathon formula, there will be several 'worlds' to explore. Each world will be revisited ten times with a new mission to complete each time. Each of these missions will end when you collect a Golden Tooth (like a star, or an hourglass from Super Mario or A Hat in Time respectively). Each mission will provide a different variation on the world to produce new gameplay and challenges while reusing 90% of the assets and level designs of that world from previous missions. A final release version of Cosmic Dentist would offer 3-10 worlds, but for this senior production team we should aim to have a single world that is highly polished (Similar to Mario's 'Bob-omb Battlefield', or A Hat In Time's 'Mafia Town').

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