

Shaping Myself

Concept

In **Shaping Myself**, players embark on a visual and emotional journey through procedurally generated 2D Rogue-Lite levels inspired by *The Binding of Isaac*, built in Godot. Our abstract protagonist isn't just fighting enemies—they're discovering and shaping their own identity, evolving both appearance and personality as they progress.

Core Gameplay & Mechanics

- **Evolving Character Growth:** With each new level, your character gains both gameplay upgrades (e.g. speed, strength) and aesthetic enhancements—like painting fingernails or unlocking other personal details.
- **Gender Transformation:** At higher tiers, the hero undergoes a gender shift that reflects their emerging self-image.
- **Head-Shape Metamorphosis:** Every transformation is visually underscored by a change in head shape—from a simple round silhouette into increasingly defined forms—making it crystal clear **why** and **how** the character is evolving.
- **Symbolic Enemies:** Opponents represent closed-minded, prejudiced people whose rigid thinking you must break through.
- **Flexible Level Design:** We're experimenting with both large, sprawling rooms and tighter chambers to find the right balance of challenge and variety.

Visual Style

- **Abstract & Minimal:** Both environments and characters are intentionally stripped-down, so the focus stays on the protagonist's evolving identity.
- **Animation-Driven Transitions:** Transformations—especially the head-shape shifts—are highlighted with fluid animations and subtle effects, making the inner journey feel tangible.

Goal

By the final level, your hero has fully “shaped” themselves and uncovered their true identity. **Shaping Myself** becomes a modern, interactive love-interest story—where the player falls in love with their own transformation.

Feedback Implementation

- Clearly signal each change with level-specific events, environmental cues, and focused animations.
- Emphasize head-shape shifts so that every stage of the character's inner growth is immediately understandable and meaningful.