

# Seth Cram: Overworld Environment Builder

Description of feature:

- Top-down 2D environment the player will be moving around in
- Free-roam for the player
  - unlike mario games moving from level to playable level on a predetermined path
- Will have entryways to Underworld 2D Platformer levels
- Coding will involve:
  - Interaction with player at entryways/doors
  - Moving aspects of the environment such as falling rocks, moving platforms, etc.
  - Scene/level transitioning