Spring Star

Genre: 3D Platformer	Platform: PC/Console

Summary: An alien (you!) crashes upon a strange planet, their spaceship breaking up upon entry and scattering its parts among the surface. Your escape capsule is equipped with a special mobility device for navigating difficult terrain safely: a spring. Your goal is to traverse the hostile and surprisingly platformer-oriented geography of the planet to recover all the parts of your spaceship to repair it (or, more accurately, get someone to repair it) and get back off the planet. In your travels, you may encounter upgrades to your spring as well, which you will need to reach every part. Try to get back before dinner!

Key Game Features
- **Spring Controller:** Develop mastery over unique controls
    - Bounce along the ground with unique springy controls
    - Launch into the alien air with charged spring launches
- **Precision Bouncing:** A unique core feature is the bounce, which will require skill to operate proficiently for the many platforming challenges presented.
- **Physics simulation:** Bouncing and gravity, interactions with enemies, environments, and silly ragdoll physics create many fun ways of traveling across this world.
- **Variety Platforming:** Traverse through the unique world of this alien planet. Find scattered spaceship parts in various environments including luscious forests, towering skyscrapers, deep undergrounds, and more! Each biome will hold its own unique quirk to the platforming, whether it be shifting gravity fields or the unexplainable void; you'll never know what you will see next!
- **Map and Compass:** In case you get lost on your journey, you can check a 2D map or 3D compass above the spring to navigate the alien planet.
- **Spring Stability Management**: You get hit once, you explode! Thankfully, there are many checkpoints around to keep the experience feeling fair.
- **Peculiar Collectibles:** Find trinkets galore to upgrade your abilities during your journey. Examples include:
    - Retracting grappling hook to swing across gaps and up tall structures
    - Projectile shot from the spring with appropriate kickback
    - And more!!!
- **Unique Enemies:** Encounter a plethora of unique alien foes in your path of success. Each enemy has specific traits that allow them to thrive in the environment they are natively found. Some enemies can be bounced on to squish them, while others have spikes on their heads, requiring you to to think outside the spring.
- **NPC Dialogue**
    - Interact with minimum wage gas station employees and bored worker drones to help fix your ship
    - Animal Crossing-esque and 'gleep-glorpy' talk noises to accompany textboxes
    - Encounter fascinating alien lifeforms in your travels