**Crossover game plan**

Crossover is a game where this mysterious portal opens up in a forest, and then some stuff happens, then you (of course not on purpose) go through the portal.

**Level Ideas**

Every level of the game, you have to find a portal chunk that has been spread out across this dimension.

*Cave Biome:*

- Levitation: One of the pieces is levitating in the air with no influence. You need to find out how to get it down.

- Shut solid: The cave is collapsing behind you. Escape before it catches up with you.

*Desert Biome:*

- Dangerous Desert Devices: This piece is protected by traps. You need to dodge these traps to get the piece.

- Electric Elixir: This piece of the portal shocks you if you touch it and it is in a lake of some mysterious liquid. Yeah, good luck getting this one out.

*Cavern Biome:*

- Cavern chaos: A portal chunk is hidden deep underground protected by *whatever the fuck lives down there.*

- Chilly Canyon: A snowy canyon area where warmth is essential.

*Industrial (Biome?):*

- The Chemical Quest: One of the chunks has been captured by a lab in this dimension and you need to steal it back from the lab.

*Final dimension:*

You are teleported back to where the portal originally opened. It seems as if the portal somehow left the environment unscaved.

**Achievements**

There is a lemon in each level and if you find them all you get an achievement called “Get mad!” because I’m original.

**Game Mechanics**

Wall running