# Rise of the Beanjas

(Story details here)

## Main character

The main character is represented by a regular ninja in black. No need for fancy stuff here, we just need that it adjusts to the rest of the artstyle. He may have a satchel or something like that where he stores the additional cans of beans. He has a gas meter that is only depleted when jumping or double-jumping. If the player does not have any gas left, he will jump less and will be unable to double-jump or wall-jump until he refills by eating more beans.

### Main character movement

The ninja can move to the sides with the arrow keys left and right, and jump with space.

Every time the ninja takes a step he will generate a small fart where he was positioned the moment he took that step, and will leave a small lingering cloud for 30 seconds before it fades away. When he jumps, he leaves a slightly larger cloud that also fades 30 seconds after.

The ninja can make a double-jump by pressing space while in the air. The double-jump has the same strength as the normal jump. When the ninja double-jumps it leaves a larger cloud than the regular jump which is also eligible to incapacitate enemies if at the moment of the double-jump the cloud would be in contact with an enemy’s face.

The ninja can also perform wall-jump if the jump key is pressed while he’s colliding with a wall. This will “restart the jump”, but also sending him on the opposite direction with the same speed he had before touching the wall. It would also leave a fart, but not like a double-jump. More like the first jump.

The ninja can also stick to the ceilings when reached and crawl through them. This will be slower than his running movement, and won’t leave a fart cloud upon moving (but it will still make a wheezing sound effect).

Pressing “E” (not final key) will have the Ninja to eat a can of beans. This will fully refill his gas, but has to be stationary on the spot eating it for 5 seconds, vulnerable. He won’t be able to do it while jumping or while hanging from the ceiling. The cans of beans are unlimited, but they have a 30-second cooldown.

Getting hit by an enemy projectile will kill the main character, restarting the level.

## Enemies

So far, we aim for only one kind of enemy. If we have time, maybe we can go for another one.

The enemies will have one of the two following behavior patterns:

* The enemy will remain stationary on the spot, looking in one direction and shooting whatever comes on this vision range.
* The enemy moves from left to right on the platform where he is, until he reaches the edge. Then stays looking in that direction for 5 seconds, turns around and starts walking to the other side. (For reference: Oddworld’s [Sligs](https://www.youtube.com/watch?v=CrbzL-23oK4)). It will still react and shoot anything in sight, but they cannot move while shooting. Also, they can shoot up every possible angle.

In any case, they won’t react to the Ninja’s footsteps sound, but only to the jump sound if the ninja is close to the enemy upon jumping. Upon “hearing” a jump or double jump, if the enemy was not facing the correct way he will turn around to check on what it was.

Upon discovering the Ninja, the enemy will react in two possible ways:

* If the Ninja came in straight from the way he was looking on, the enemy will have a reaction time of 0.3 seconds to ready his gun and start shooting. It will follow dynamically the Ninja until it’s out of sight.