

Game Title: Go Go Koog Time

Level Theme: Koog's Tree

Player Movement:

Acceleration: 20

Max Speed: 8

Deceleration: 60

Jump Height: 5

Down Gravity: 3

Duration: 3

Visual Asset Packs: I plan on using the "Pixel Platformer" and "Pixel Platformer Farm Expansion". For the player avatar, I would like to use the green character from "Pixel Platformer". For particle effects, I plan on using "Particle Pack". All these asset packs will be taken from Kenney's asset library.

Audio: Actions such as jumping, collecting coins, colliding with interactables, and losing health will use audio from Kenney's "Interface Sounds" pack.

Collectibles: The player will be able to collect gems from "Pixel Platformer" to gain 20 points each. A key will also be collectable in order to open a door to end the level.

End of Level Condition: The player must collect a coin from the third screen and return it to a locked door from the beginning of the map (first screen).

Camera: The camera will be static between the three levels, changing whenever the player reaches the edge of the map which will transition to the adjacent map.

