**Name:** Ah, My 2 Legs

**Concept:** A 2.5d platformer, where the player (with no legs) slingshots themselves around to reach the end. Trying to escape from a prison.

**Mechanics:**   
- No walking controls, only using a slingshot to launch the player around the map.  
- Slingshot cooldown, which prevents spamming, and encourages timing uses of primary movement.  
- Frictional body, allowing players to turn sudden collisions into repositioning opportunities.  
- Players velocity is tracked, used in certain gates that require certain speeds.  
- Collectable keys that open doors, making players traverse certain levels.

**Dynamics:**  
- n/a  
- n/a  
- n/a

**Aesthetics:**- Gritty, rusted prison cell blocks  
- High speed, frenetic platforming  
 **Planned Scripts:**- Slingshot script: Drag a line between the player and a point and add velocity to player in said direction.  
- Cooldown script: Visual indicator that represents the amount of ‘gas’ the slingshot has, constantly replenishing, but rapid use of slingshot can diminish it greatly.   
- Velocity Tracking script: Takes players velocity and stores it as a public variable for multiple other receiving scripts to utilize.  
- Collectable script: Stores collected items in a ‘pocket’ for the player to automatically use later, no switching items.  
  
**UI elements:**- Slingshot cooldown bar: Centred at the bottom middle of the screen. Starts as a filled blue bar and depletes in chunks as its used.  
- Timer Block: In the top right of the screen is a timer that tracks the players time in the level.  
- Velocimeter: On the right of the slingshot cooldown bar is a counter that tracks the players current velocity, and changes between 3 colours depending on current speed. (Grey = inert, yellow = slow, green = fast, red = very fast)  
- Pocket bar: Top left of the screen is a small pocket area, where keys are displayed as being carried.