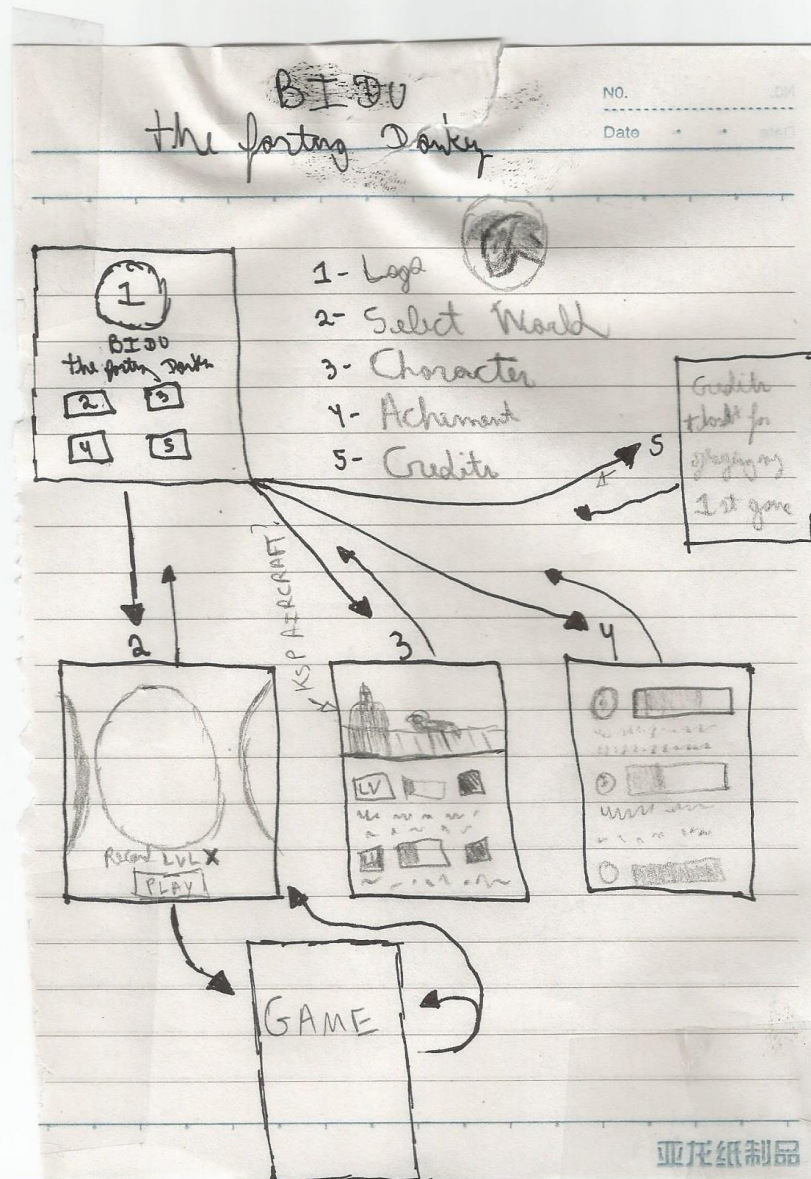# Main Menu Idea. The backbone for it has been implemented.

How I thought the game would work:

1. "Fart" and "head attack" button would be activated from the left while Jump would be activated at any part on the right side, hence why the actual game is landscape only.

2. Double Jumps would go to the higher level if one appeared on the screen while a normal jump would just jump whatever was in the same level.

3. Right finger swipe down makes the donkey go one level lower.

4. Water levels could be integrated in order to allow multiple paths for the user to select as some enemies will require the player to level up first like a tiger where if the player selects the path that he shows up, then the player would have to jump over followed by farting when the tiger follows the player, but the player would need Farting at least on level 2 in order to be able to scare the tiger away
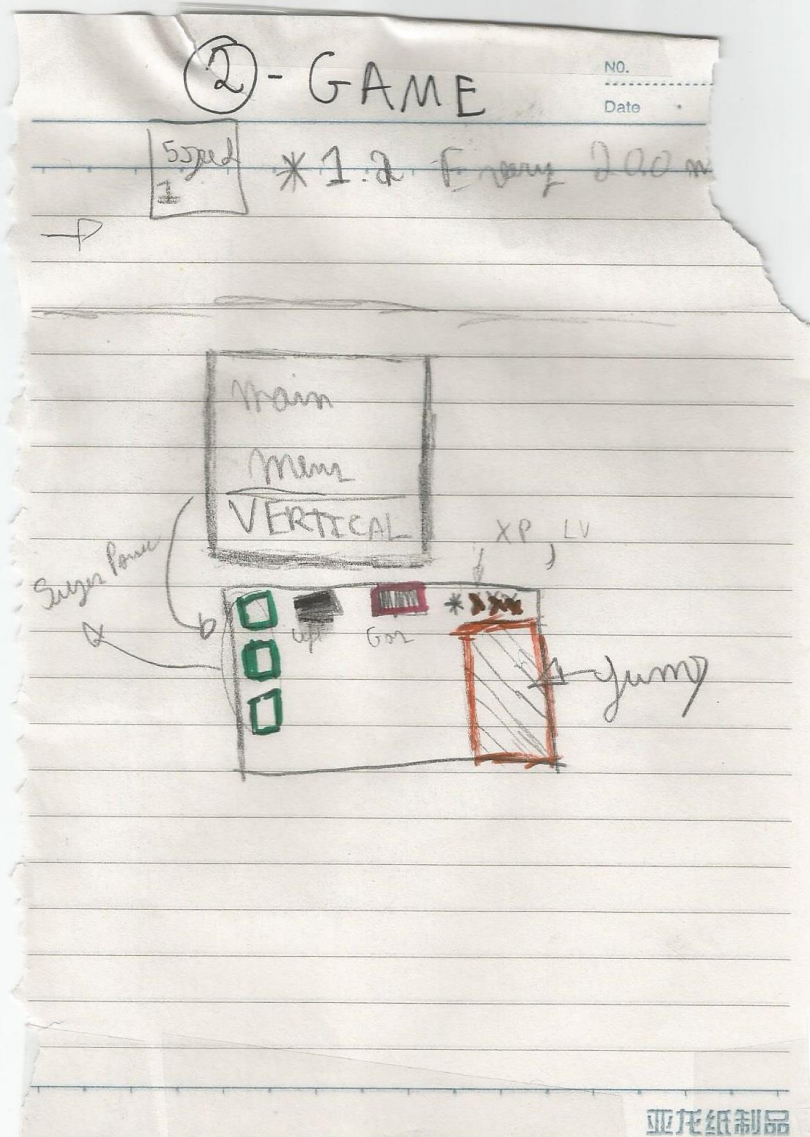
5. Each level would contain its own version of gas filling items in order for the player to accumulate and use it at his own discretion.

6. The idea here is to use a dynamic leveling wall instead of wait times, or money type of walls while using the same wall as a way to give the player the feeling of progression since the donkey will
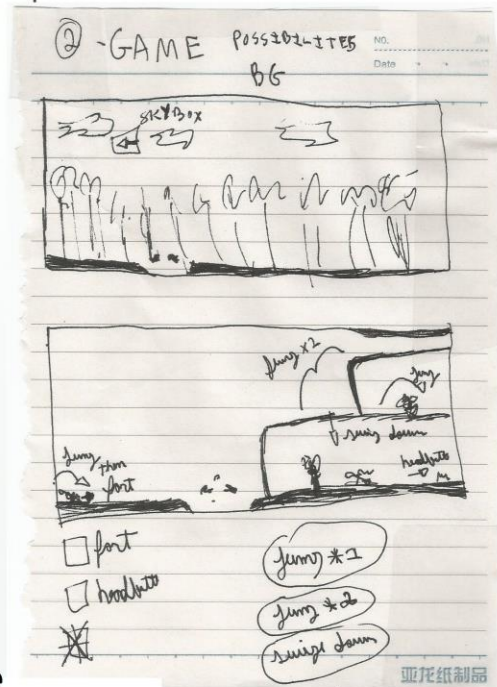
Control Overlay idea for the game

Character Menu: Each level gives the player one point to spend in health, farting power, jump power (for later levels with higher gravity), and head attack power.

**World Development phases
This would allow to release a
few worlds, and only develop
the others if the audience
enjoyed the app.**