**The Main Story(?) /Concept:**

* The main character is a adorable, cartoonishly looking lightbulb with appendages that has found itself in a race against an enveloping darkness.
* The darkness is slowly, but surely looming behind as it overtakes the area as time passes by.
* There is only one choice, and that choice is to move forward and use anything at hand to avoid obstacles, dangers or else its ***LIGHTS OUT***.
* Main language in use: **C#**

**Environment:**

* The environment is that of tile-based, cave system, with an encroaching darkness that creeps behind the player at a slower, but stable pace.
* It would be like that of the classic Mario-style platforming, but it has its own aspects and designs (the encroaching darkness, different enemies, and limited power-up basis with darker tone)
* The character would implement double-jump basis to reach (somewhat) difficult jumps and avoid certain drops that would cost them time against the darkness.
* Enemies are abounded here and there, and would be more complicated in placement as the levels continue; At most, for time being, 10 levels would be the basis, with difficulty relatively going up (in a sense, this is not dark souls or a rage basis game, just a platformer with bit more challenge)
* Overall goal here is an ominous atmosphere with the cartoonish art style.

**Dangers and Enemies:**

* There are three specific environmental dangers that the player should avoid.
  + **Pitfalls**: dropping in one is not an instant game over, but rather a penalty to the “energy bar” that acts as the health/ability system (not yet decided how much the penalty is)
  + **Spikes**: classic design feature that acts like the pitfalls
  + **Falling spikes**: with this being meant for more specific areas, but only causing damage and invoking invincibility frames (with said damage applied)
  + **Spring boards**: These would be more of a “gotcha” type trap, where the indication is a sort of wooden square of sorts that once touched would launch our unfortunate character into something more unforgiving.
* Furthermore, there are three different enemy types to content with:
  + **Bats:** Typical flying type adversaries that would hang on ceilings. They would be still until the player is in their visible area, to which they would detach and aim towards the player to cause damage + invincibility frames. Should they miss, or if the player is fast enough to avoid their designated attack area, they would just “reset” **(NOTE: These enemies are the only killable enemies)**
  + **Moss Jaws:** These enemies are like the piranha plants from the Mario series, their “nests” are indicated by a mossy surface that spans over a tile, and would pop out and chomp in a designated pattern **(CANNOT damage these)**
  + **Golems:** Basic movement and no special abilities other than being a bit larger. However, once they see the player in its “seeable” direction, they ramp up in speed towards the players direction **(NOTE: Does the most damage of all 3, the player mustn’t underestimate this mob, also unkillable by attacks)**
* The Darkness would start at a steady pace where it would eventually overtake the player should the player take too long or mess up (should we make this an insta-kill?) on jumps. Should the player use its “Light” ability, the darkness would recede back to certain degree but speed up a bit back to its original position.

**Apollo and their abilities(?)**

* **Apollo is the given character with a certain amount of health/energy which they can carefully utilize in order to use their attacks/abilities to the fullest of their abilities, though at the risk of ending in an instant game over should the player use too much energy at a crucial time.**
* **Health/Energy bar**
  + Your character’s attacks + abilities drain the health/energy bar as on uses them, but there are available “battery” pickups that restore the bar to a certain amount.
  + Each ability/attack drains a certain amount as to not overly rely to heavily on cheesing their way through victory, should the bar run to 0, then they would be forced to have no utility as well as a standard game over should the player be damaged.
* **Battery pickups**
  + Don’t want to add to many to make things easy, but they will act as the standalone health/energy pickups needed for continued survival as well as ability usage.
* **Extra Powerups (Need more discussion regarding this)**