**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)

**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)**