GAME DESIGN OVERVIEW
A PLATFORMER TUTORIAL

FOUR ENEMY TYPES.

FOUR DISTINCT ENEMY TYPES WITH VARIOUS ABILITIES FOR THE PLAYER TO CONQUER.

THE SPITTER
- FIRES GLOBS OF SLIME
- AVERAGE MOVEMENT SPEED
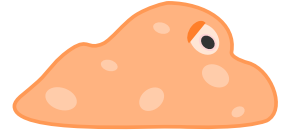
THE REZZER
- RESSURECTS AFTER A CERTAIN AMOUNT OF TIME
- RANDOM REZ TIMER

THE TRAILER
- LEAVES A TRAIL OF DEADLY SLIME
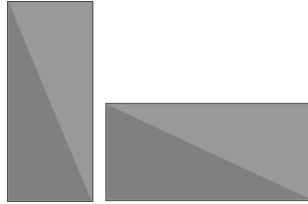- LARGER HEALTH POOL

THE SPRINTER
- ABOVE AVERAGE MOVEMENT SPEED
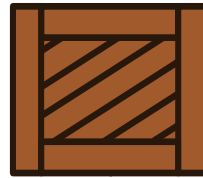- MUCH LARGER RANGE OF VISION

UNLIMITED LEVELS.

SEVERAL BUILDING PARTS FOR USERS TO CREATE AN UNLIMTITED AMOUNT OF LEVELS FOR PLAYERS TO ENJOY.

- MOVABLE PLATFORMS FOR THE ULTIMATE CHALLENGE
- VARIABLE MOVEMENT SPEEDS AND DIRECTIONS

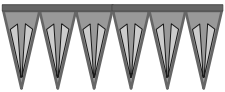- VARIOUS SIZED BLOCKS TO CREATE DIFFERENT OBSTACLES

- INTERACTABLE CRATES WITH POSSIBLE SURPRISES INSIDE

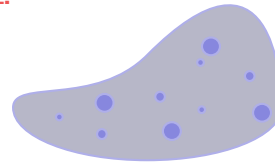- SETS OF TREES AND OTHER BACKGROUND OBJECTS TO CUSTOMIZE THE LEVEL

SEVERAL HAZARDS.

VARIOUS HAZARDS THE PLAYER COULD COME ACROSS WHILE TRAVERSING THE LEVEL.
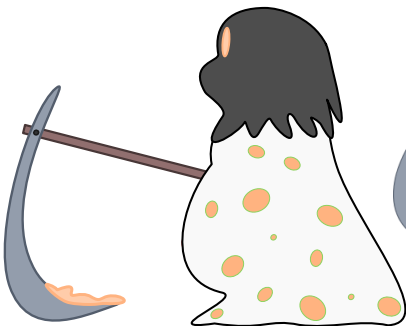
SPIKES

PROJECTILES

SMOG CLOUD

FLAMES

ONE MENACING BOSS.

A MULTI-PHASE BOSS BATTLE THAT BUILDS OFF OF SLIME ENEMIES ABILITIES.

- ACCELRATING ATTACK SPEED
- GAINS AN ADDED HEALTH BONUS

- FLINGS GLOBS OF SLIME FROM TIP OF WEAPON
- NORMAL ATTACK SPEED

- JUMPS AND LEAVES GIANT POOLS OF SLIME
- REGENERATES HEALTH

- ENTERS RIOT MODE
- INCREASE SPEED AND DAMAGE

A GREAT LEARNING EXPERIENCE

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