I want to work on a 2D side scrolling game- something completely new to me but still within my realm of possibilities to finish work with. It may sound easy but I've only ever worked with 3D materials/objects and I would really like to do something different; plus it fits into what I'm wanting to work on for future projects. What intrigues me right now is the concept of a looping background.
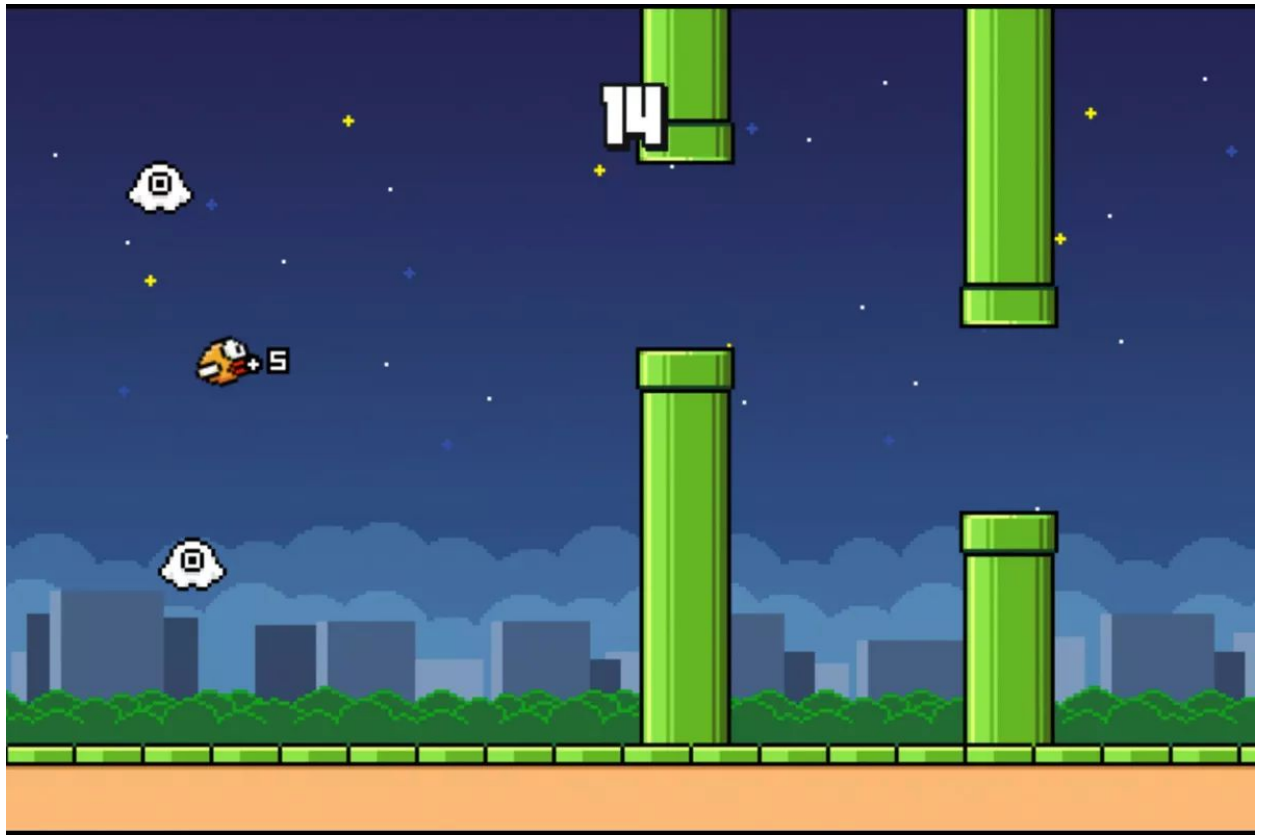
I believe Flappy Bird is a case of this.

Being that I am sort-of-but-not-really new to this, I want to keep my scope plausible even if it may seem too easy at first. It is easier to add on later if I have the time.

I suffer from bad insomnia. With that as inspiration, I want to create a more laid back kind of game that doesn't feel so overwhelming to play or feel the need to rush through. For this, I'd like it to possibly scroll vertically as players **jump** from cloud to cloud **collecting** sheep to count.

Sometimes there might be a cloud that blows some winds to cause the player to start falling or something falling from above that can knock the player back. They'll have to be careful since the bottom edge of the camera will give them a game over.

Platforms and rewards should randomly generate on each start/restart of a new game.

I think for this one, it might **loop continuously** to allow for as many sheep to be counted as possible. With that as the case, the **win would be whatever score** a player got that run versus **losing when falling off a cloud and returning to the beginning of the level/counter**.

Something like this but more blue/purple toned clouds.