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.
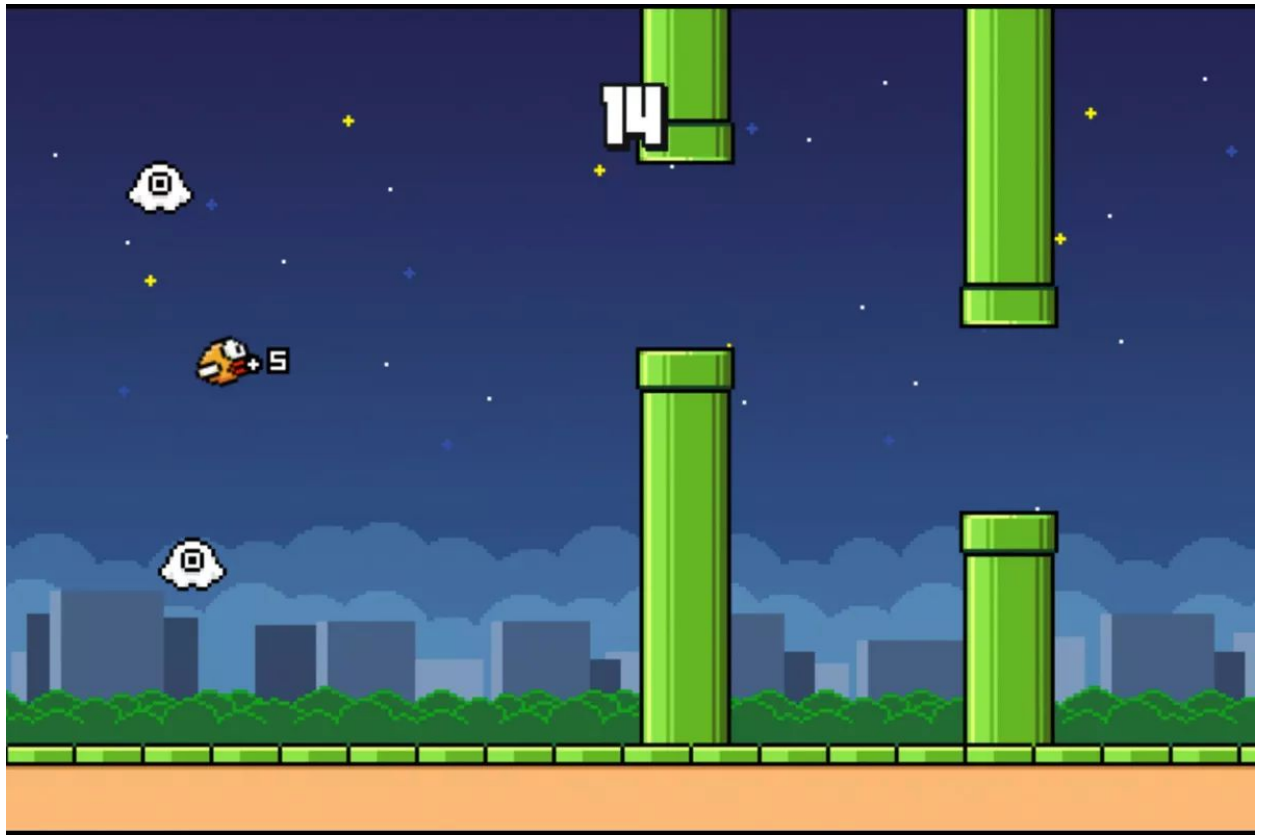

I believe Flappy Bird is a case of this.

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.

Case 1:

What I would like to try out is possibly a side scrolling runner where the player is controlling a clown on their way to clown school. The main mechanic would be **jumping** to avoid obstacles at the right time and **collecting** various "clown" items as they continuously run. The player will have had to collect a certain amount if they are to be welcomed into the school or rejected. Maybe I can code special end dialogues for varying cases of success/failure so that way it is interesting to reach the end as a bonus. But there is likely to be a highscore to strive for.
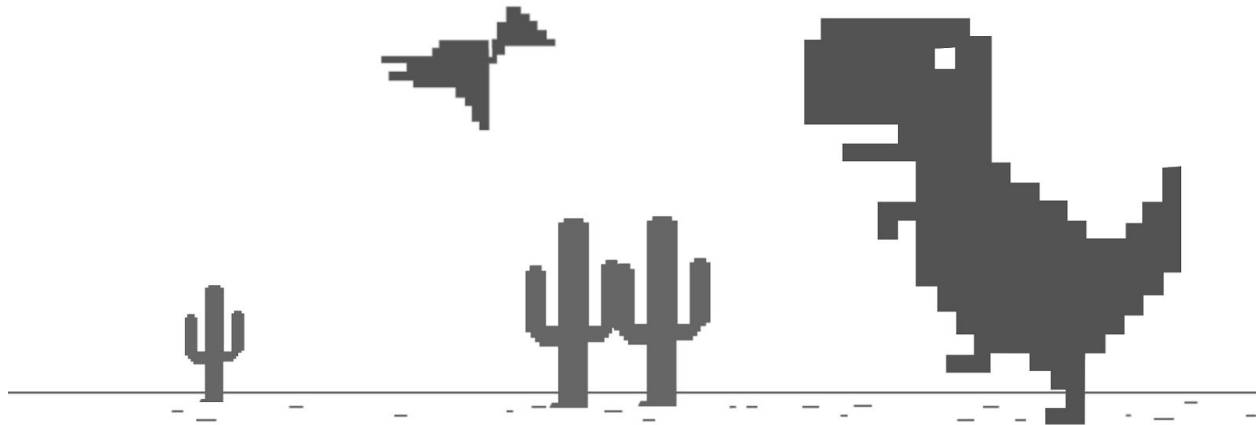
Case 2:

I suffer from bad insomnia. With that as inspiration, I want to create a more laid back kind of game that doesn't assault the senses or feel the need to rush so much. 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.

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.

https://img.craftpix.net/2019/04/Backgrounds-for-Vertical-Jump-2D-Game3.jpg