Theme: Train - the player runs through procedurally generated train cars while fighting enemies and progressing through the map.

Ideas:
- Tunnel sections: At times the train will go under tunnels, causing the background outside the train to change to rocks and making the inside of the train darker or night themed
- Pass-over objects: Train signals and such objects passing over the top of the screen in front of the train, see sparklite screenshot for reference
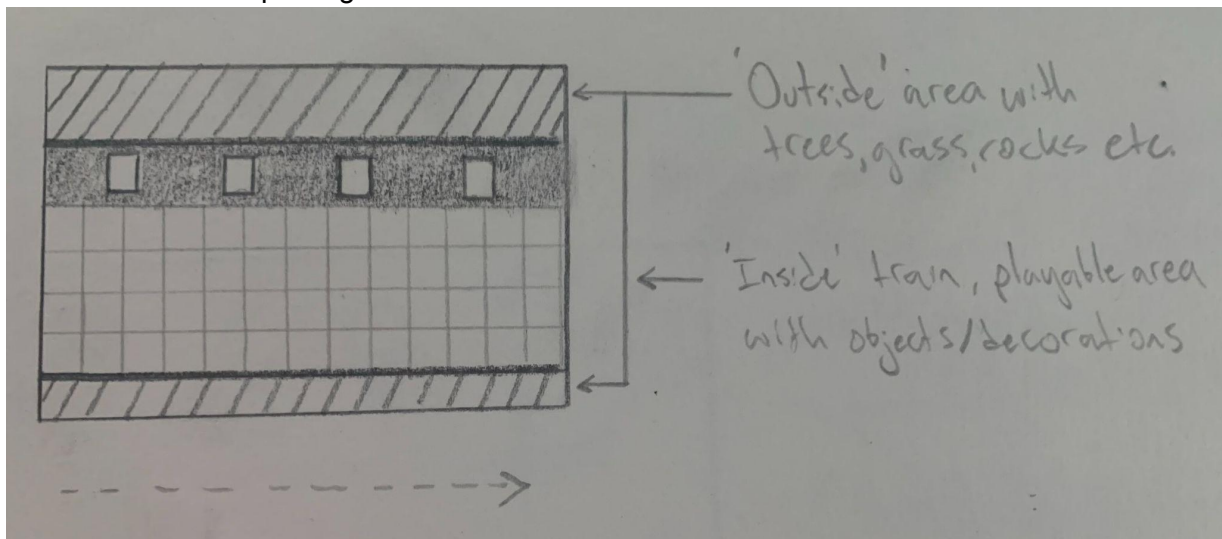
Map:
- Trees, grass, plants, etc. passing by outside of the train
- [tunnel sections] Rocks with minerals, bones, etc. passing the train in a tunnel
- Train moves left to right, the 'top' side being a wall with windows and decorations, 'bottom' side being just a few pixel wide wall.
- Some kind of transition between cars, small door/hallway perhaps with loot or something similar being between each car
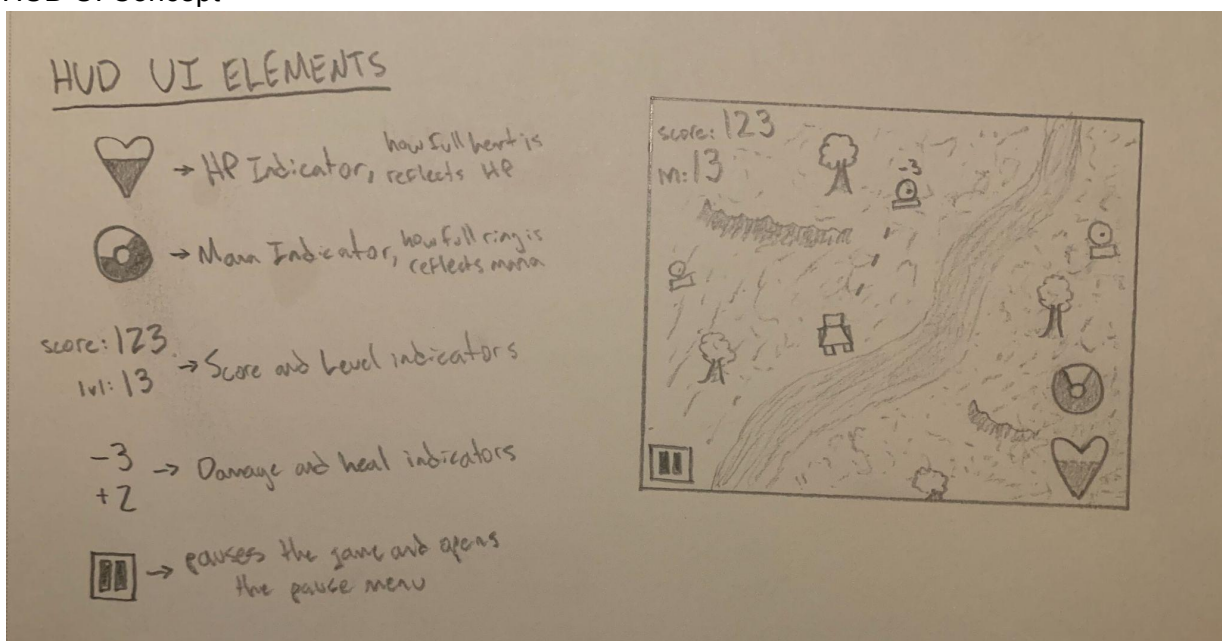
Player:
- Different sprites for direction facing
- Movement / attack animations
- Perhaps some 'trail' (like kicked up dirt) as player moves around the map

Sketches:

General idea for map design

'Outside' area with trees, grass, rocks etc

'Inside' train, playable area with objects/decorations

HUD UI Concept

HUD UI ELEMENTS

→ HP Indicator, reflects HP — how full heart is

→ Mana Indicator, reflects mana — how full ring is

score: 123
lvl: 13 → Score and level indicators

-3
+2 → Damage and heal indicators

→ pauses the game and opens the pause menu

score: 123
m: 13

Reference Images:

General idea for how art will look, also includes pass-over objects

Reference for how rooms/buildings look in a top down 2d design