

Game Title: Ghosty & the Next Levels

Classic game: Super Mario Bros Arcade Archives

My Creative Twist: My Creative twist in Ghosty & the Next Levels is that, instead of coins, I will add a pineapple sprite to replace the coins so that the player can collect pineapples instead of coins.

The Goal: The goal of the game is to clear all 5 levels without dying and collecting as many pineapples as you can, but mostly clearing all 5 levels to make it to the end.

The Core Gameplay Loop: The player moves & collects the pinapples over and over and repeats.

The Challenge: The challenges would probably be the bad guys in the game and making sure you dont run into them, because if you run into them, then you lose.

Key Features: multiple levels, sound effects, and a scoring system. When a player collects a pineapple, the pineapple will be worth 2 points.