You have been hired by Uproar Games to design their next platformer-style game. They want a simple, fun-to-play platformer to celebrate the 50th anniversary of their hit game “Ramio”.

Your project must include:

1. Custom tilesets of your own design
2. Main menu (start screen)
3. At least 5 unique levels (different tilesets)
4. Win screen
5. Power-ups
   1. Either a leveling system or multiple collectibles that modify character’s abilities
6. Parallax art
7. Parallax background – at least 3 layers of background/foreground
8. Player health (if applicable)
9. Enemy health (if applicable)
10. Player animations
11. Enemy animations
12. Pause menu
13. UI
14. Focus on replayability
    1. What about this game makes you want to come back and play it again?
    2. Examples:
       1. Speed run mode
       2. Difficult-to-find collectibles
       3. Varying levels of difficulty
       4. Choice influencing storyline/ending

Player & enemy animations need to transition appropriately. All sprites in the level should have custom art. No default circle bullets, no square enemies, no default UI buttons.