1. A map is displayed upon beginning of the game, consisting of two playable characters (fireboy and watergirl) standing at the bottom-left of the screen, some obstacles and map features, and two gates at the top of the screen for them to escape.
2. The player can control fireboy’s movement via the awsd keys.
3. The player can control watergirl’s movement via the ←↑→↓ keys.
4. A simple physical engine will be implemented such that there’s a constant gravitational acceleration applied to the playable characters when they jump or fall.
5. Characters may run on solid blocks, and they are stopped when they hit a solid wall/ceiling.
6. Red, blue, and green pond are located sparsely on the map. If either character touches the pond of a different color then themselves (i.e. if fireboy touches blue or if watergirl touches red pond) or the green pond, they die and the player looses.
7. Red and blue gems are located sparsely on the map, where each character may collect gems of their own color. The number of gems collected counts towards the final game score.
8. ~~Pedals are located on the map, and upon being stepped on by either character they open up gate/gates somewhere else on the map for the characters to pass.~~
9. Trap doors are located on the map, which are initialized as either active or inactive. If a trap door is initialized as active, it behaves like a normal wall/block; if a trap door is initialized as inactive, it behaves like the background and allows the character to pass.
10. 3 Pedals are located on the map. If any of these pedals are being stepped on by either character, it switches the trap doors’ states (i.e. if a trap door is initialized as active, it turns inactive; if a trap door is initialized as inactive, it turns inactive)
11. ~~There will be a box that can be pushed around by either character. This block is placed to allow higher jumps for the characters.~~
12. For each character, if it is standing still, the game window will render a standing-still, animated character figure; if it is moving left/right, the game window will render a left-running/right-running, animated character figure.
13. If both player arrives at their respective door (a blue door and a red door), both doors open for the characters to pass and the player wins.