**Jedi Trial concept**

2D Platformer

Environment base tile size: 32 x 32 px

Player size: ~ 40 x 100 px

Multilevel ground with holes

Constantly moving ‘battle-royale’ deadly ‘gas’ from left to right

The longer you live the more score you get

+Score per killed enemy

+Score per gathered Coin

Random enemy spawn, more enemies the longer you play

Aid kits on map

Player abilities: Basic: jump, attack1 (meele swing)

Force: double jump, block, push, pull

2 player resources: health & force to use abilites

2 types of basic enemies: meele and ranged

**Soon™:**

?Chests with additional powerups?

?Procedurally generated map?

?More types of enemies?