Game Name: The Restoration of Life Island 2D

Story: The Island of Life is being fed by dark energy. The Pilot of Light needs to restore light and defeat the dark lord Growwof.

Start level: pretty much the mail pilot but instead of a top down scroller it should show a red ocean with three black islands. When player collides with island and presses x the level 1 should open.

Level 1: mail pilot top down scrolling. Ocean still red and small enemies should fly towards player. When player kills ten enemies the level ends.

Level 2: similar to level 1 just different enemies and more enemies. The player should kill 30 enemies to advance to final level.

Final level: Boss and player face off. Player should hit the top part of boss to destroy him. The boss is powerful so player dies in two hits. After 20 hits boss dies.

Must Have:

Assets: Red Ocean, enemies, dark islands, enemies, and boss.

Programming: Life management, enemy movement, Collision management, and maybe animation.

Already have: Player Movement, Ocean movement, life management but needs some tweaks, and changing scenes code.

Other Implementation(Only if time is there): Explosion animation, player death animation, animation of ending where ocean goes blue and islands go green and Music.