

Core Assignments are show in normal font color

Optional Assignments are show in lighter font color

The game should have 2 characters

- Each character is controlled by a different input-style. (WASD/Arrow Keys)
- Horizontal movement speed is instant with key input, with controller set by Joystick Axis.
- Character stops instantly.
- Characters can be pushed by other players.

Characters can jump

- Character can jump while standing on a player.
- Jump height Is affected by the press duration.

Gravity below the floor is reversed

- Gravity changes when the center of the player crosses the center of the gravity-switch field.
- Vertical fields push the player back when the player is grounded.

Characters can stand on top of each other while jumping

- Player translates it's movement to the Player on top.

Characters can kill an enemy

- Enemy dies when the player hits the white segment of the enemy.
- Enemy drops a large pickup that shoots upward.
- Pickup that hits the floor, explodes into a group of smaller pickups.

Characters can be killed by enemy

- Character dies instantly.
- When killed, the other player is killed.
- Characters are placed back to a checkpoint, Enemies killed before are reset.

The enemies move around

The environment in Ibb&Obb consists of straight floors & walls. For a Crawler enemy type, The enemy responds to the edge of the Floor and other Enemies.

- Enemies reverse when colliding with wall.
- Enemies reverse when colliding with another enemy.