# GAME IDEA MDD

## Basics

* 2D platformer
* Pixel art or simple cartoonish look
* Parallax background (ou jeah) (or maybe static as in The Artifact)
* I still need a theme/setting/whatever
* Procedural generation
* Goofy ahh movement

## Gameplay

Player is in a small to medium-sized map and runs around as he battles enemies that come to him in waves. As the player kills them, he gathers aura that can be used on activating abilities. The game keeps going as long as the player stays alive.

## Core Mechanics

* Movement
  + Left/right
  + jump (double jump?)
  + dashing
  + sliding (kill enemies with it?)
  + wallrunning/walljumping?
  + sprinting with stamina?
* Meele battle?
* Kill enemies to get the aura
* Use the gathered aura on abilities (such as idk what)
* Enemies can damage you (and kill you ofc)
* Question: **how should the enemies spawn** (waves or constantly, or something else)?

## Ideas

* Grappling hook (at least on grappling points, myb as ability?)
* Adding roguelike elements
  + gain a random item from chest on the map (example – burek)
  + each item gives player some kind of permanent stat boost (such as damage increase, crit chance increase, …)
  + Buffs (such as damage increase, crit increase, hp boost, aura boost, etc.)
    - Example: Burek (sa sirom?) – gives player aura boost
* Abilities:
  + Dash
  + Grappling hook?
  + Time slow (Karlson reference)
  + Infinite stamina
  + Jump boost
* Placeable objects?
  + Example: jump pad

## References and useful links

* Brave: <https://youtu.be/ucHIHVW82-Q?si=2dt4bh3oovZrDjlX>
* Game feel: <https://www.youtube.com/watch?v=WwOhDkjL8EU>
* Non-rigidboy movement? (tip 1): <https://youtu.be/Bsy8pknHc0M?si=aiY0jAqeHp6YTAtZ>
* Interactive foliage: <https://youtu.be/ecYWvfMoRIM?si=s05K4E0Y46170stb>
* Pixel Art Particle Effects: <https://youtube.com/shorts/APn8gduEAko?si=gioowvwAwIMoXDCR>

