

Super Dino Run

- I'm using Super Mario and other classic 2d platformers as inspiration.
- My Twist on the game will be that the player can't leave/go onto the next level unless they get all the collectibles in the level.
- The player will jump around a level avoiding or killing enemies and collecting items until they can leave the level.
- The player will have to avoid lots of enemies or else the level will restart
- I will attempt to add sound effects and multiple types of enemies.