**PROJECT PLAN:**

Section 1:

Mechanic1: Player can move, jump, and also attack enemies

Dynamic1:

Mechanic2: Player must pass a level to advance to the next.

Dynamic2: The player can get stuck on harder levels, but they will push through it to move to the next level.

Aesthetic2: The player can end up frustrated, causing them to stop playing

Mechanic3: P

Mechanic4: Background can only scroll up

Dynamic4: If a player falls through a hole they used to climb up the mountain, the game will end.

Aesthetic4: The game is more challenging and the player has to plan where to climb the mountain to avoid placing holes in bad locations.

Section 2:

* The game was previously a level-based game, we plan to update this by turning it into an infinite game where the score is tracked of how high you go. (Upon analysis of mechanic 2)
* We also plan to have different terrains, so as you go higher, the background and the enemy’s change. (Underground -> desert -> ice -> space)
* If we do plan to make levels, we will probably make an aesthetic change where the game ends with the player reaching the top ground.
* Another aesthetic change that will result from these new mechanics is that the player will be able to just stop playing, since there is no time limit as it is endless, so we plan to make a mechanic for the block to break if you stand on it for more than an allotted timeframe.

Section 3:

We’re planning on rebranding our game by broadening the scope to just climbing instead of only ice climber. Right now, we’re planning on starting the climber underground. After they climb high enough, they will reach a desert surface level. After that they will reach ice mountains. Afterwards, the climber will reach space and will continue to travel as far as they can. In each scenario, there will be different obstacles and enemies to make traversing the terrain difficult.

Name Ideas

* Climber
* World Climber

Section 4:

Must have:

* + the game randomly generates every next level of itself probably by utilizing randomness APIs – 12/25/20 - Dan
  + The game will also have to build new enemies on its own rather than each level being randomly created. This will also make use of the random API.
  + A tracking of the player’s climb height (score)
  + Change background, platform textures and enemy textures based on the height
  + Random checkpoints where the difficulty of the game can get harder as more checkpoints are added on.
  + As height progresses, the time on each block will decrease (breaking will ensue faster)

Should have:

* + Near rising lava feature, would help incentivize player to keep going.
  + Standing on a block for too long makes it break – other varied types of blocks
  + Player can get bonus points by collecting little trinkets or something else and those are added to the player’s overall score.
  + Enemies also get more difficult as terrain difficulty increases. We could add new enemies.

Nice to have:

* Maybe there are different aesthetics for each checkpoint, like instead of ice, it is rocky, dirty, or even a crystal cave design.