

Dollar Store Game Concept:

- You play as THE Dollar General in a 2D run-and-gun taking back the Dollar General from enemy Dollar Tree employees
- Each "level" will be based on common Dollar General aisles with enemies and obstacles based around those items
- Each level will contain a single dollar where you buy an upgrade for the Dollar General at the end of the level
- Final level will be a fight against the manager of the Dollar Tree
- That's it

Dollar General Controls:

- Double Jump
- Simple peashooter-type gun (The ammo is dollars)
- Crouch
- Air Dash

Upgrades (Ideas):

- Triple Shot
- Invisible Dash
- Triple Jump
- Explosive Rounds
- Larger bullets (money stacks)
- Insta-shield (parry)

Level Ideas:

- 1: Cutlery and Plates
- 2: Pots and Pans
- 3: Candy and Snacks
- 4: Office Supplies
- 5: Party Supplies
- 6: Frozen Items
- 7: Toys
- 8: Laundry and Cleaning
- 9: Cash Registers/Checkout (with employees)
- 10: Final Boss: The Dollar Tree Manager (Just a big tree with dual money guns)
 - The boss will be simple, it'll just move back and forth, jump up and down, and shoot dual rounds at the general.

Level 1 Concept:

