Hole in the wall idea

Player

Goal for game

* Be satisfying

Player goal:

* Survive as more blocks and more tricky shapes to navigate and faster speed

Game space depicted above

* Central grid is movement space for player
* Lines going up and to the sides are for blocks which the player needs to dodge
* Skinny coloured lines change game:
  + Change player colour
  + Change movement speed of blocks

Player:

* Moves “blockily”: jumps from grid square to grid square with similar animation to Geometry dash spider
* Only collides with blocks the same colour as itself
* Only moves in cardinal directions

Blocks:

* Move smoothly
* Player only collides with blocks the same colour as itself
* Other blocks:
  + Rotating blocks?
  + On and off blocks