Circlebop

**Goal:**

A simple game to break myself into how game maker works. Also how to think like a game developer.

**Generalization Statement:**

A simple 2d platform jumper with 10 levels increasing in difficulty. The main character will be a small ball.

**Game Mechanics Required:**

* Simple Movement
  + WASD movement
  + Set movement per jump
  + ‘Space’ - jump
  + ‘Esc’ - menu
* Push down blocks - opens a certain path
* Movable blocks
  + Essentially a secret door that can be opened
* Hazards - make this kill the ball and reset the level
  + Triangles to kill the ball from a fall
  + Swinging axe?
  + Set timed opening floor to a spiky death
* Goal - Circle shaped hole
  + Make it glowy? Like a portal

**Art required:**

* Platforms
  + Black and white
  + Black in the middle
  + Small “moat” of white
  + Black outline
* Main Character
  + Simple ball
  + Same color pattern as platforms
  + Animations:
    - Idle animation - ball going up and down
    - Moving animation - ball bouncing to the next point
* Background
  + No idea quite yet
* Triangle spikes
* Swinging axe
* Goal portal
  + Might need to be two parts