

# Progress Sheet

Theme and specs:

- 2D
- Platformer

Game Over rules:

- Game over when character dies
- Character has lives/chances

Required Mechanics:

- Interchangeable characters
- 2 players
- 3 levels in total
- Level 1 weapon Katana
- Following Boss defeat, weapon upgrades to gun
- Before each round we pick character
- Collect coins
- 8 directions (extra: jump with movement)

Faker:

- Background and props

Noor:

- Characters

Bulut:

- Game environment