The Idea

We will make a 2D platformer game, like Mario or Hollow Knight. The aim will be to reach the end of the level without dying. Along the way the player will face enemies that will try to stop the player, as well as parkour to reach the next stage.

Interaction with the player

The player will be able to interact with the game with 2 main methods:

* Playing the game, this involves the movement controls, the visuals and the GUI on screen.
* Through menus, these involve the start, pause and options menu.

Idea for Start menu:

A picture containing diagram

Description automatically generated

The play menu leads to a menu selector where you select which level to play, levels unlock after finishing the previous level (the first level is a tutorial).

Other Stuff