Concept:

2d puzzle platformer.

Plot:

U play as a little gitl who got in the mysterious cave. U find an ancient city and a lot of strange ‘things’ in cave. U need to get out of the cave and learn its secrets.

Main mechanics:

U can jump, walk.

U can get items which will let u use some specific ability for 1 time(u get an item->use an ability->u don’t have this ability more until u get next item), for example: dash, set platform under player, etc.

There are mechanics of static blocks, jumppad will let u jump very high(for example, etc).

Blocks:

Platforms – u can stand on them.

Spikes will kill u.

Some blocks can provide u some specific moves.

