

ABILITY ITEM DESIGNS

POTION BOTTLES: STRENGTH BOOSTER

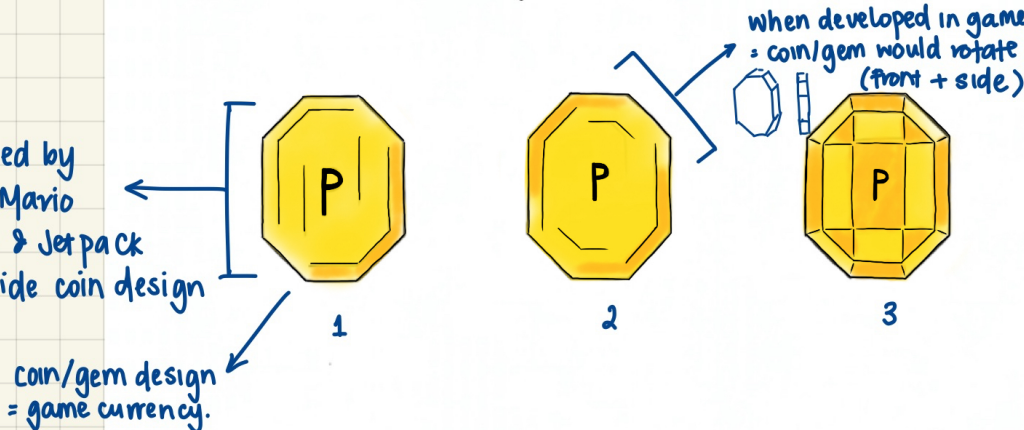


Different potion bottles can be consumed for different strength booster. For example: high jump boost, 0.5 speed increase, invincibility, instant health reboot or super strength (when handling an enemy). Players can use these ability items to enhance their performance in the game — when dealing w/ a variation of obstacles & challenges. Strength booster will be more rare than any other ability item & it changes outcome of game significantly.

COLLECTABLE COIN/GEM DESIGNS

Collectable coins/gems that can be used buy exclusive items such as: character outfits, other character designs, special ability items that'll boost a player's performance in game etc.

→ Not as important of an 'ability item'; more of a novelty thing to give users an opportunity to obtain all other collectable items.



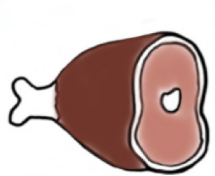
Inspired by Super Mario bros & Jetpack Joyride coin design

coin/gem design = game currency.

FOOD ITEMS; HEALTH BOOSTER

When consuming a food item, players will be able to increase their health rate. — This will be useful if a player's health is about to run out & when they pick up a food item, their health will increase a little.

* yet to be decided if health will be boosted immediately or over a certain amount of time as player continues to progress throughout the game.



KEY DESIGN: UNLOCK CERTAIN DOORS / LEVELS

Players can collect keys to unlock certain levels or exclusive rewards. → May not necessarily be an item a character needs to collect but if a player wants an extra challenge / reward.

Key was inspired by Kirby 'treasure' box ability item.

