Space Race or Submerged World

1. Rules

What the Player Can Do:
The player can move forward, backward, jump, and possibly interact with objects like pushing or breaking boxes.
The player may collect items on the way if the game features collectibles.
What the Player Can't Do:
This doesn't allow the player to jump over obstacles or use any shortcuts in order to move directly to the end level.
Falling off the platform or into certain obstacles will cost the player his health or possibly restart from a checkpoint.

2. Procedures

How to Play the Game:
The player begins at the start of the platform and has to work his way through four levels of jumping and avoiding obstacles, collecting resources as he goes.
Advance through each level by overcoming different challenges in moving platforms, gaps, and obstacles.
Reach the last big "earth-like" globe which is the big ball to end the game. Controls: Arrow keys or A/D keys to move left or right; spacebar to jump; E key for interaction-other than necessary, this is optional as it's used for the interaction with objects.

3. Objectives

Primary Goal:
To successfully reach the last big globe, which signifies the end of the game.
Secondary Goals:
Collect items and power-ups along the platform that would aid in advancing through the levels.
Each level has checkpoints; reaching these will save the progress of the players so they can respawn at that point instead of starting fresh if they were to fall or lose health.

4. Conflict

What Stops/Slows Down the Player:
Obstacles: Boxes of wood and other forms of hazards that reduce the navigable path, requiring the player to jump over or find their way around.
Orbs floating in the air: Large, floating globe structures will serve either as obstacles or checkpoints. If hazardous, touching will reset the player's position.
Moving Platforms: Some are incomplete, some have unstable surface areas that make traversal much harder. Gravity and Falling Hazards: If one falls off the platform, it might require the player to start over or lose health; thus, adding risk to each jump.

5. Power-ups

Items/Collectibles:
Coins/Points: Collectible coins or points could be scattered in the level for score gathering.
Health or Energy Packs: Power-ups that will restore part of the health or energy of the player and

grant him longer survival.
Power-Ups: For those tricky parts, temporary boosts will pop up, giving them increased jump height or temporary invincibility.
Keys: Some places will be locked by doors and will require keys found by the player.

6. Story

Premise/On-Going Narrative:
The player has to get through the different courses of mysterious floating platforms hanging in space, each level representing a new section of this platform, which seems to hang over an infinite void.
This could be a journey of disclosure or mysteries regarding these floating earth-like globes and what they represent.
The great globe at the end contains the ultimate reward or truth; the player reaching it completes the mission of the player, symbolizing his or her victory over the challenges.

7. Setting

Where is the game set?
It takes place within a surrealist floating platform environment which is, at the same time, supposed to be set either in outer space or in some kind of abstract dimension.
The platforms are colorfully painted and patterned with colors like blue, yellow, and red, giving the game a perky, more arcade-like feel.
Large, floating globes, resembling Earth, add to the aspect of surrealism and may represent checkpoints or obstacles.
The environment is filled with wooden crates and floating platforms, adding to the rugged, industrial vibe that contrasts with the celestial surroundings.