Colton Draper-Frank

Rob Armendariz

Jonathan Barboza Morales

Jonas Engstrom

Flash Presentation Notes

Retro 2d platformer with puzzle elements.

Sprite work for characters and animation

Pixel art style

Level styles

5 environment styles

Dino

Ice age

Medieval

Industrial revolution?

Future?

Gameplay

Enemy types

Path locked

following

Platforming

Basic platformer

Possible weapon combat

Tazer to stun and jump on enemies.

Different weapons for different times.

Types of puzzles

Button door

Matching ring puzzle

Using Godot with a script like Python.