Game Story
A little girl wakes up from a nightmare and as the fear lingers in the air, it manifests into a enormous black ooze monster. Terrified, the girl jumps off the bed and starts running through first a hallway, out a window and into the woods.

Environment:
       Like I stated in the story section, the environment will start off in the girls' bedroom, move into the hallway, and out the window into the woods. The only obstacles at the start will be a couple of toys in her room to emphasize that she is young, and the window she'll jump out of. The woods will start off pretty simple and clean but get darker and gnarlier as she goes deeper. There will be set pieces that will emphasize the tone of the current setting and give tell a bit of a story. For example, there will be a treehouse at the beginning, and a broken down shack towards the end. There will be obstacles to jump over like fallen trees and rocks, and obstacles to climb up like trees and cliff edges. There will also be a fall limit, so to get down cliffs the player will need to either climb down, which is the slow way or jump through the trees. There will be two main paths that the player can take: the lower path on the ground, or the upper path through the trees. The lower path will be pretty basic with only minor obstacles; it will, however, have more elaborate traps like bear traps, falling logs, log pendulums, and other brute force traps. The path through the trees will have more powerups like extra lives and free traps (traps that can be placed anywhere) but and will be slightly faster than the ground path. There will be lots of places where the player can climb higher to get to the upper level or climb down to get to the lower level. So, there are a couple of ways to play, that can be easily switched between, depending on what the player wants to do.

Characters:

Protagonist - A little girl
- Abilities
  - She can trigger traps with a simple click
  - Pick up power-ups and use them right away or store them (only one at a time) for future use
  - She can move through the trees much faster than an ooze monster which gets caught in things very easily

Antagonist - an ooze monster/ demon
- Abilities
  - The abilities are completely based on the current environment, and by abilities, I mean how fast or slow the creature moves
- Behaviour
  - The creature will be very animal-like, almost like a bear but more intelligent.
  - It will follow the character and stick to the left of the screen, ever present
  - As it moves I would like to animate him with an undulating movement where the front of its moves and the back moves to meet the front if that makes sense