Basic Platformer Game

Idea:

* Game plot:
  + The player is a creature who is on its journey to collect “Shiny Cheeze”.
  + Player name: Charlot
* Game mechanic:
  + Player has to collect as many points as possible (Shiny Cheeze)
  + Player can defeat enemy by jumping on their head
    - When enemy die, they will drop from 1 – 3 White Stars randomly
  + Lots of traps and chanllenge
  + There will be 5 levels in total
  + Each level will get harder
* Game context:
  + All level will be in a jungle
* Game sprite desing idea:
  + Background: Static, jungle vibe.
  + Sprites needed:
    - Background
    - Dirt no grass
    - Dirt with grass on top
    - Dirt with grass inside
    - Dirt corner
    - Dirt slope
    - Rock slope
    - Rock
    - Big Rock
    - Rock with crack mark
    - Vines (2 types)
    - Player
    - Enemy
    - Spike
* Characters:
  + Player: Yellow Mouse
  + Enemies: