Basic Platformer Game

Idea:

* Game plot:
  + A village lives near a jungle. One day, there was a black monster which has a form of a dark soul steal his village’s power which is called a “Solar Crystal”. The Solar Crystal keeps the village from danger and provides energy for every activity in the vilalge. When the crystal is kept out of the village it will be apocalypse. Then the player starts his journey to get the “Solar Crystal” back.
* Game mechanic:
  + Player has to collect as many points as possible (sparkling point)
  + Player can defeat enemy by jumping on their head
    - When enemy die, they will drop from 1 – 3 sparking points randomly
  + Lots of traps and chanllenge
  + There will be 10 levels in total
  + Each level will get harder
* Game context:
  + From level 1 – 5: Jungle
  + From level 5 – 10: Mountain
* Game sprite desing idea:
  + Background: Static, jungle, mountains, snowy mountains.
  + 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: Young boy
  + Enemies: