AfterLife

**Story**

After dying, souls journey through this place to get to the afterlife, it prepares them to go into the afterlife, and weeds out the unworthy or unwanting, whose souls are destroyed

**World**

Black platforms in a white void or vice versa, in secluded areas of map(and the tutorial NPC at the beginning of the game, they're flavored as a guide to help souls) you can find other souls to talk to

**Mechanics**

When a player dies(the only way to do that by falling off the screen), they are catapulted back to the last checkpoint

Talking/text system, cutscene

**Characters**

Robot(Y)

Mid air dash, through blocks

“Am I truly alive?”

Guy(N)

Destroy terrain with magic gun

Possessed by ghost

“Am I responsible?”

Ninja(?)

Double jump

Alien(Y)

Lower gravity, higher jump

“Whose gods are the real ones?”

Mountain Climber(?)

Climbs walls

?(?)

hover(jetpack?)

(N)

Swim through platformers, The Sun and Moon

