

ITEMS

Stars - The way of gaining points in the level. There are a set number of stars (in value) in each level. (100 or something) There are three different kinds of stars that have different movement patterns and values.



Stars (white) - Stationary stars, that either float in the air or sit on the ground, or are dropped by enemies. Worth 1 star.



Falling Stars (blue) - when the player reaches certain points in the level it will trigger a falling star. These fall along a diagonal line. Upon reaching the ground, they bounce once, then fall off screen, out of reach forever. (these provide an element of urgency to players who wish to collect them all) worth 3 stars



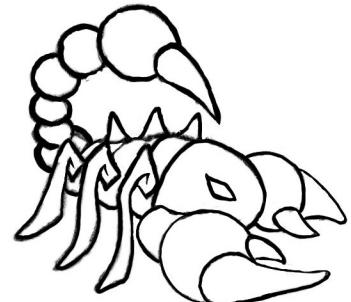
Wandering Stars (red) - These Stars move independantly or in relation to the player. The star may run away from the player or simple on a set path. worth 2 stars

ENEMIES

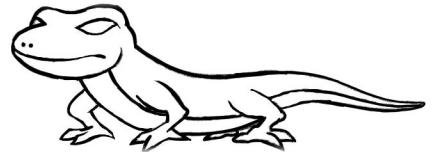
All enemies have different movement patterns as well as ways to kill them. A defeated enemy drops one white star. Enemies can be destroyed by an attack from the player or by being jumped on by the hero.

Damage - When a hero is damaged by an enemy the hero drops 1/2 of their stars rounding up. If the player is hurt and has no stars, the player dies, and resets to the beginning of the level.

Bouncing - When a hero jumps off of an enemy it will be like providing the hero with an instantanious second jump from the top of the enemy. This could be useful in helping the hero to reach a harder to reach area.



Scorpion - Moves Horizontally until it hits a wall or a cliff edge. Scorpions can only be killed from behind with an attack. touching one from any other angle will damage the player. (see red koopas)



Lizard - Moves along the surface of a platform. Though it can be killed with an attack or a jump, the Lizard is more difficult to kill when it is upside down. (see buzzy beetle)



DragonFly - Moves in a specified path.

Up & Down Right & Left Circle Pattern

Because it can fly, it is difficult to kill it with an attack but jumping on it works very well

Wolf - Targets the Hero. This means the wolf comes straight for the hero where ever they are. The wolf cannot be killed, but it can be stunned for a second by an attack or a jump. The wolf only appears in the Chase areas of the game.

The wolfs movement is horizontal, but it will not jump onto floating platforms. If it does however reach a wall, it will automatically try to jump up it to get at the hero. The wolf is not able to pass through small openings that the rabbit can.

