Platforms:

The way in which we can use platforms is, through the use of having a main part of the level taking place on a platform and the player character will have to navigate around the environment and the various enemies that will be in the path of the platform. I believe that this will be interesting to the player as many platformers do not have this is the beginning of the their games and it also ties into the entry level our game has, as the player will need a way to get into the castle and having a main platform which can be deemed as the “only way” in or out of the castle sets the tone for what we are trying to create.

The other uses that we have for platforms in our game is to offer the player an alternative route through the level and allows the player to use skills that they have gained through the level “grappling hook, double jump etc.) to get to places that may of bee out of reach otherwise.

Life system:

I believe that a life system will be better than a health system, as games such as super Mario and metal slug have had huge success with this as this allows for harder difficulty and pick-ups, but also allows for the player to value not getting hit more, as supposed to a health system.

Specifically in our game, we will be implementing a life system similar to LoZ (Legend Of Zelda) as I think that, the era in which our theme takes place (feudal japan) will benefit from, as it allows for mistakes to be made but not as much as a health bar would allow, so it still has that sense of one mistake and everything is over which is something we are trying to convey throughout this project)

Weapons:

In our game we would like to implement and primary and secondary weapon (similar to castlevania and duke nukem) as samurai in the era of feudal japan did carry both a primary and secondary weapon (a long samurai sword and a dagger) so we feel we should be historically correct when making our game based of this theme, it also allows for the player to have variety In what they want to do, giving them freedom in how they go about completing the game.

Checkpoints:

Most if not all games in the genre uses checkpoints in some way, shape or form and I believe that our game shouldn’t be different in any way, a lot of Mario games, sonic games and the castle Vania games have a type of checkpoint in the sense that you progress is saved at the beginning of every stage.

Boss fights:

I feel like a boss or mini boss will be very useful in the game as this will allow the process of Fierro to be increased, as the player will have the tension of getting the level and rather than having release will have a bigger build-up of tension from having to fight a boss or mini boss making the release even greater and more satisfying to the player.

Grappling hook:

I think that giving the player a grappling hook will allow us to give the player unique choices within the levels as it will let the reach places that otherwise would be impossible and can give them different approaches to situations that they could come across. (Below is an example of a game that uses grappling hooks)

<https://scratch.mit.edu/projects/103672272/>

Pick-ups:

We should use pickups to allow for some sort of collection goal or to steer the player towards to end goal of the level (e.g. double jump pickup to allow the player to progress into the level as platforms that were out of reach can be jump onto) it will also allow the player to regain life if the level proves to be too difficult or could be used to prelude a boss fight as the game could give the player an extra life to indicate the next sequence of tasks are substantially harder than the previous