Platforms:

I think that in our game we should have platforms in the game as it adds a degree of difficulty to the game if done right, Mario does a good job of this as you have to time jump onto platforms that have enemies that are on it, or the platforms may move and while moving enemies are being put in the path of the player (similar to how sonic has used this in the past).

<https://www.youtube.com/watch?v=p-SIkrGfYAk>

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.

<https://www.youtube.com/watch?v=E-Gu0uh3-OE>

Life system:

i think 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.

<https://www.youtube.com/watch?v=w2NjUDfOp2o>

Weapons:

like in castle Vania and in duke nukem I feel like having a variety of weapons as it will allow the player to choose how they want to play the game and will make them have more choice which will then lead to different solutions into the game, allowing better replayability

<https://www.youtube.com/watch?v=gSiXdRJDAEM>

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.

<https://www.youtube.com/watch?v=XGrCHEtOZ38>