**Catnip Adventures**  
2D Platformer

**PLAYER**

* Horizontal movement (movement on the x-axis)
* Idle-animation
* Hurt-animation

- When attacked or when touching traps.

* Jump
* Crouch

- Ground/Ceiling detection, etc: Player won't be able to exit the crouch state if a platform is blocking above

* Melee-attack

- Inflict -1 damage per attack

* Health

- Simple health system, etc 3 "lives" throughout a level

**WORLD**

* 3 different level environments

- Grassland, Snowland, Dungeon

- Unique elements to each environments (etc Icy/slippery platforms during Snowlands)

- 5 levels each, with a Boss at the end of every 5 level.

* Moving platforms (horizontal movement)
* Collectibles

- High-score collectibles (etc coins, fruit)

- Health-collectibles (+1 life)

* Save-points

- Ability to respawn on different locations instead of respawning at the beginning of a level.

* Horizontal sidescrolling

- Camera follows Player (Cinemachine?)

- When Player moves forward (to the right), Player won't be able to return to previous locations of the level

* Traps

- Static inanimate objects

- Inflicts -1 damage to Player On Collision

**Enemies**

* Static enemy

- No horizontal movement

- Inflicts -1 damage On Collision

* Simple Moving enemy

- Simple horizontal movement

- Inflicts -1 damage On Collision

* Projectile Enemy/Attack Enemy

- Horizontal movement

- Follows Player when Player enters it's range

- Will attack through shooting projectiles towards the Player when in range

- Inflics -1 damage On Collision

- Projectile inflicts -1 damage