Legend: Accepted Idea Tentative Ideas Strech Goals

**Mechanics**

Game is divided into levels. We will aim for 30 levels. We can have more if we have time

For each level, player must pass to the exit in the amount of time given. Players are assigned increasing time count for each level to account for increasing complexity

* Level 1-5: 10 seconds
* Level 5-15: 30 seconds
* Level 15-25: 45 seconds
* Level 25-30: 60 seconds

Clock, by default, goes down 1 second/second. If the clock reaches 0, the player fails the level. Events or abilities can change the time count. Abilities unlock after certain levels. Player can choose up to 4 abilities per level to avoid difficulty. Players can also calibrate their abilities before going in

* Freeze: Player is disabled for X seconds but timer does not go down in the meantime. (CD = X\*2)
* Recall: Player teleports to position X seconds before and timer goes back accordingly. (CD = X\*3)
* Yell Really loudly: Kill all enemies in X radius for a cost of Y seconds (CD = X\*Y)
* Dash: Spend X seconds to dash forward
* Wall Jump: Every time you wall jump you spend X second
* Projectile: Cost X seconds to use

**Assets Needed**

* Ramsey (Player)
  + Idle
  + Walk
  + Attack
  + Jump
* Enemies
  + Walk

**Enemies**

* Shrimp “Cannon”
  + A pan catapults rounds of 3 shrimp
* Splamato
  + A tomato bounces toward the player and explodes upon collision

**Level Props**

* Button
  + Only active when entity is on it
  + Can have a delay where the button is still pressed but nothing is on it
* Lever
  + Everytime an entity enters, it triggers the output
* Door
  + Allows or blocks entity from moving through. Should work as a trapdoor as well
* Rail Platform
  + Plaform that traverses on a track.

**Music**

Deprecated cuz Raghav (who was confident when he said he would do music) later said he really just can’t.