

Go to the Flag - Proposal

A platform game

(placeholder title, i didn't really think of a theme yet)

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1st draft

Description

A simple platformer where the player can walk on platforms and jump.

The goal is to go to the flag.

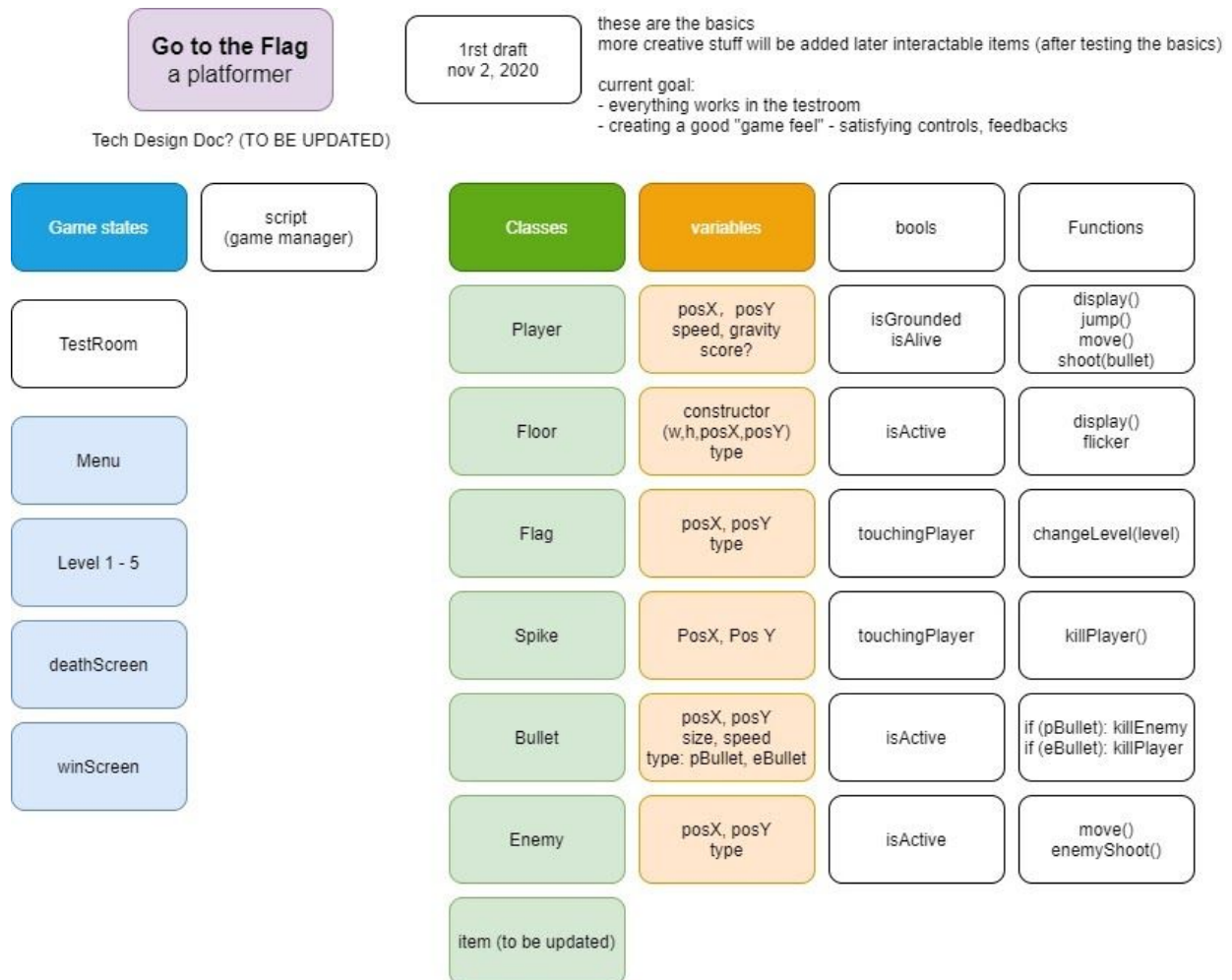
The player needs to avoid spikes and kill enemies.

There will be 5 levels.

Mockup



Technical Design (?)



Extensive goals

A list of things to add after I finish the basics:

- Pickups: can be picked up by the player and grants a buff (changing the bullet size/fire rate, for example)
- Art and sound: original art and sound assets
- Variety in enemy types