

Group Name: HD Studios

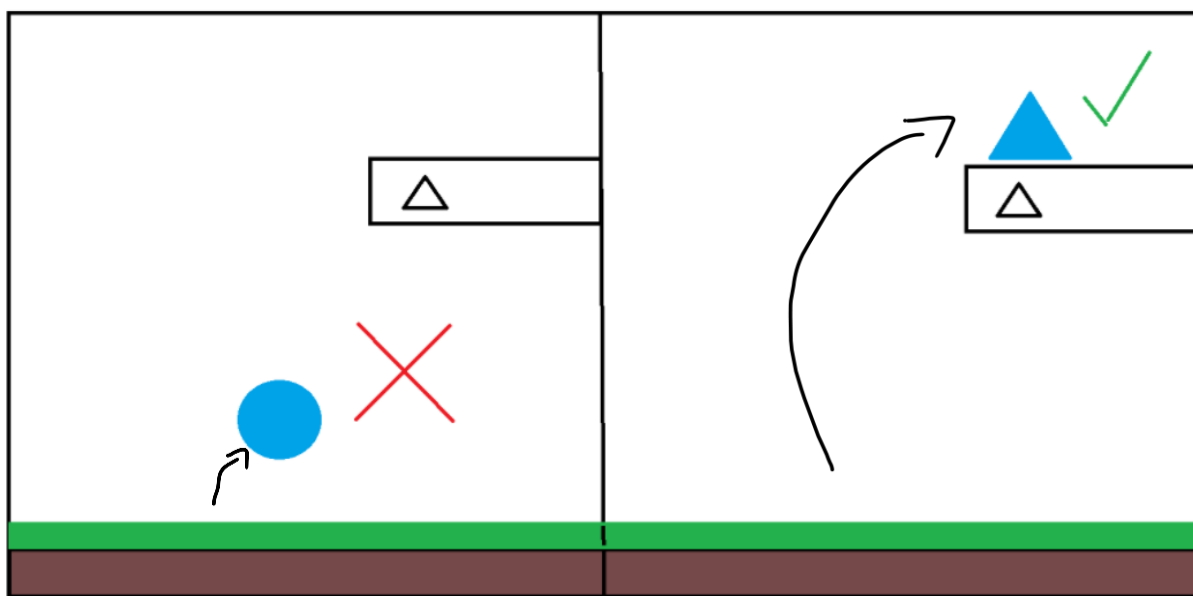
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GitHub: <https://github.com/aPerson62682/HD-Studios.git>

Project Description:

For the project, I would like to create a puzzle-based game designed to challenge players. To make it even more fun and engaging, it would be a 2d platform game with a twist. To get pass the gates/boundaries, the player must morph/shapeshift into a different character to overcome specific obstacles. Each character transformation gives unique abilities, such as increased speed or a higher jump. Players must strategically switch between forms to solve puzzles and bypass barriers to progress through the level. The game map itself will have levers/buttons, moving platforms and hazards (Ex: death pit, lava). Here's a mock-up for reference:



The player must morph into a triangle to jump high enough.

The player reached a new area of the map.