Title

Don’t Stop Me Now!

Short Description (up to 80 char)

Slide, jump and dash as an ice cube in this fast-paced platformer.

Full Description (up to 4000 char)

Your goal is simple: make it to the end of the freezer. There’s a catch though: friction in the ice world is low, so once you start moving in a direction, it’s impossible to stop! Your only chance at making it through levels is jumping to avoid obstacles and hitting walls and platforms to change direction, and you must think your moves both carefully and fast to reach the exit without falling or shattering.

Will you make it to the end?

Don’t Stop Me Now! is a fast-paced and addictive platforming game using simple and easy to learn (but hard to master!) inputs: jump, dash and ground pound. Combine these moves and make it through 50 fun and challenging levels in 2 different worlds, being careful to avoid dangerous obstacles such as spikes, enemies, heaters and falling ice shards.

Don’t Stop Me Now! is a game developed for the Videogame Design and Programming course at Politecnico di Milano. More information at:

<http://www.polimigamecollective.org>   
<https://polimi-game-collective.itch.io/dont-stop-me-now>