1. My 2D game will be a platformer with vertical level design. The goal of the game is **to reach the top of the level.**

Example: Gex

<https://www.youtube.com/watch?v=Lb4-5d2d0f0&t=1s> (11:17)

2. Another feature is a mouse support – character **movement is controller with help of a mouse** and not a keyboard.

Example: Angry Birds

<https://www.youtube.com/watch?v=Gd9_FlBZF70&list=PL7675AA6B3E634F6D> (00:05)

3. **Player doesn’t lose health points** if he/she falls and only goes down losing progress

Example: Only Up

<https://www.youtube.com/watch?v=fArf2fhgYZc> (05:00)

Description:

Frog jumps on platforms with "get mouse button up". Player can direct the frog with mouse position