Platformer

Gex 2 (1996)

Features:

1. You need to find a specific item in order to open a new level. It's not enough just to finish the level.



1. Moving platforms 

Super Mario (1985)

Features:

1. Pick up that makes character bigger (or smaller).



1. I want to exaggerate the resize in order to switch to another gameplay. Similarly, to Mario who climbs the plant and we switch to another scene. (4:23)

<https://www.youtube.com/watch?v=rLl9XBg7wSs>

For example: Character will take the resize pick up and will grow so big that enemies will become irrelevant and the world will look different.