

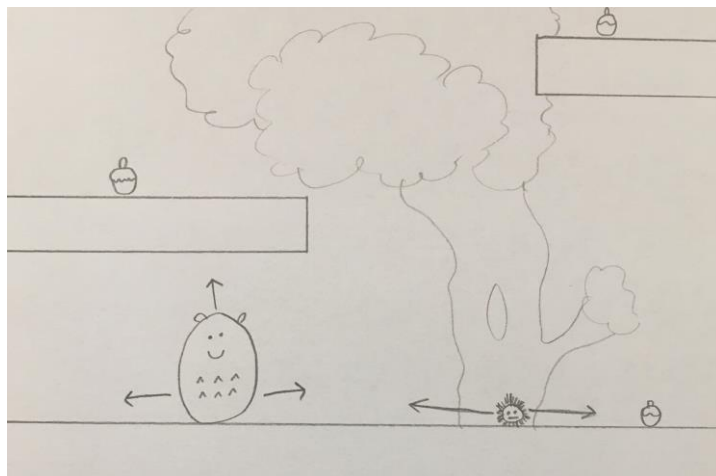
I aim to code a 2D platform game named “Totoro’s adventures” which takes inspiration from a game called “Drawn to life”, as shown below.



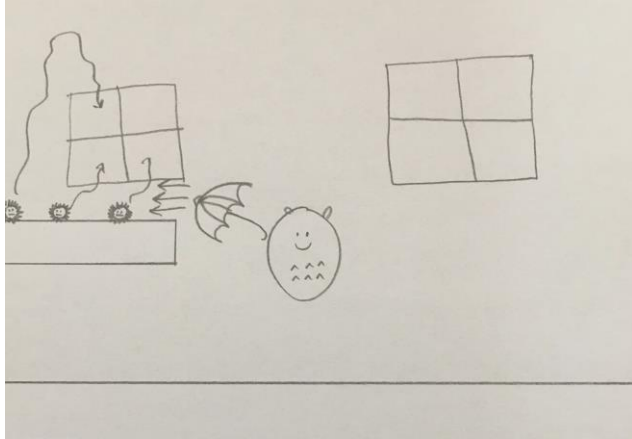
The aim of my game is to help Totoro (my character) to travel back to his hideout, after the cat bus dropped him off somewhere unknown, and then disappeared.



To reach his hideout, there will be quests. For example, there will be dynamic bodies such as acorns with which to gain credits, and soot sprites which he must avoid. When Totoro collides with acorns, the acorns are collected. The player can make Totoro move using the keyboard (arrow keys and space bar).



Totoro should collect umbrellas and use them to get rid of the soot sprites. This can be completed by making them get out of the house through windows. Can move horizontally, jump vertically,



Here is a prospective background for one of the levels, that will include soot sprites.



There is no time limit to the game, but it is timed meaning that the player should try to reach their high score. Moreover, as the player completes levels the game will increase in complexity. For example, soot sprites may fire dust blobs at Totoro, and this will cause him to stop moving for a few seconds, which adds to the time spent playing the level.

My character can also make use of his tools: a bubble shooter and his umbrella – to shoot bubbles and get rid of soot sprites, or to fly. Choosing the tool can be done using the toggle function by pressing q. Then pressing w to use the tool.

Also, the soot sprite will move from left to right. There will also be a platform that moves up and down, to help the player move from cloud to cloud.

The aim of the game is to collect enough acorns to give him energy to reach the hideout & also make a set number of soot sprites go away which will give points.