Game Design Doc

Genre:- Platformer, small elements of combat, collection, exploration.

Mechanics:- Left/right, jumping. Possible extras – grappling, floating, double jump.

Combat?:- Simple mario style jump on head, timing based. Have to work with basic AI if any so maybe not.

Collection:- Upgrades to progress, unlockables and secrets to be more fulfilling.

Exploration:- kinda links with collection but to look around for stuff can be fun.