2.5D Iteration Plan

# Tile Layers

Each level will be comprised of 3 layers, both for backgrounds as well as tiles. Level files will be split into 3 separate files for each tile layer, formatted as (example):

* 0-0.txt
* 0-1.txt
* 0-2.txt

Each layer file will store the dimensions of that layer, plus the tile map for that layer. #-0.txt will store the same, but will also have a number of layers (as all 3 may not necessarily be used). The starting layer will be indicated by a 0 or 1 (1 being the starting layer)

# Transitions

Transitions between the layers will be necessary for gameplay. My current plan is to use numbers to represent transition waypoint tiles. Touching a tile marked 1 in one layer will transport you to the corresponding teleport marked 1 in one of the other layers. A transition tile will only be present once in only two of the layers (that is, a 1 teleport will only transition between two layers, not many). As a result, there will be a limit of at most 10 transitions between tile layers.

# Moving into semi-3D space

As a result of adding multiple tile layers, z-coordinates will be needed, thus making the game a semi-3D game (hence 2.5D). Each layer will be offset by a certain amount (yet to decide this). The camera will also need to follow the player forwards or backwards when a transition is made between layers. Thus the z-axis will need to be implemented for the camera.

The aim is that the 2.5D style reflects that of Donkey Kong Country Returns and Rayman Origins (Rayman Origins being more likely as it uses 2D sprites too, I think).