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Game Engines

Milestone 1 - Project idea

    For my project, I want to make a 2D platformer about a star named Hoshi. After admiring the earth for billions of years, Hoshi decides to sneak away from his constellation to see the planet up close, going against Universal ordinance. Not before long, stars far and wide become aware of Hoshi's sudden disappearance. All the while, as Hoshi approaches earth in a state of ever-increasing wonderment, a subtle pull draws him closer. Awed by the sparkling star, the earth, envious of Hoshi's beauty, pulls him closer in an effort to keep him to itself. As the earth grows larger with each passing moment, Hoshi realizes he's not in control and tries to retreat. Unsuccessful and scared, Hoshi plummets toward earth and, to his astonishment, finds himself in a confining world of disorder, otherwise known as Tokyo. Filled with remorse, Hoshi must find his way back home with nothing but the earth's resources.