Video Game – Knight Warrior or Something

Function (Object) list:

* Jump
  + Properties: jump to platforms, evade attacks,etc.
* Doors
  + Acts as a warp to another section of the map
  + Some doors are locked and need keys to be opened
* Money
  + upgrades to health/sword
* Keys
  + Unlock doors in the maps
* Levels
  + Types of levels
    - Normal: includes basic platforming mechanics, enemies, and a mini-castle at the end which has a miniboss (same kind per world, we’re on a low budget
    - Grassland: chill and laid back grass layout. Nothing out of the ordinary
    - Cavern: dark and hard to see in. Can use fire rod to light torches when acquired.
    - Ice: slippery physics
    - Fire: Lava and volcanoes everywhere
    - Castle: End of a world. A player must jump through the traps to overtake the castle from a bad guy. Boss fight at the end.
    - Town: chill place. Player can buy health potions and upgrades to swords.
  + At the end of each level the player must “take” a small castle on.
  + Levels are a mixture between combat (being aware of enemies) and jumping from platform to platform and over lava
  + Final level of a given world (3rd ) involves a short level through a castle and then fighting a boss.
* Swords: Select one of the following at the beginning of a level.
  + Normal. Does equal damage to everything. When the player acquires magic, can launch a magic projectile from sword.
  + Fire rod. Requires magic, can be launched from afar and deal massive fire damage. Can break fire barriers.
  + Ice Sceptor. Requires magic, launches ice missiles that shatter and has a chance of freezing enemies. Can freeze water
  + Deity’s Blade. Requires magic, launches magical sword beams at anything. Can break any kind of barrier.
* Magic
  + Introduced in second World. With each use, drain a certain amount of magic. Magic recharges on its own.
* Enemies
  + Bosses:
    - Dark Wizard
    - Phantom