

# Ideas for game

## Leaps and Bounds:

1. Character evolution
  - Items pickups
  - character stats/skills?
2. Obstacles to test heros ability to leap into action
  - a jump button...
  - some sort of basic combat
3. Deduct points for anything going out of bounds
  - Time limit counts?
  - literal holes on edge of map?
4. duck, dip, dive, and dodge an enemy that's changing or moving rapidly
  - dodge moving obstacles, enemies, traps (ie arrows, ball and chain, pressure plates)
5. Take place in 2020, the next leap year
  - Theme based on modern era? incorporate election memes
  - Apocalyptic setting based on redneck + wallstreet uprising when trump loses the election

## Types of Tyles

- Wall
- Hole
- Floor

## Obstacles

- Arrow (time loop)
- Skeleton

## Pickups

- Coins
- Health upgrade
- Speed upgrade
- Stamina upgrade
- Time increase

## Sounds design

- 8 bit style sounds

- menu feedback
- Low time

#### **Misc**

- Treasure Rooms: Rooms from certain seeds that are full of permanent upgrades