**Game Design Pitch**

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**Game Idea**

This is a cooperative 2D precision platformer that blends challenging movement mechanics with emotional storytelling. Set in a mystical realm, the game follows two characters—husband and wife or best friends—who have been separated by a powerful magical interference that has torn their world into two parallel dimensions. The theme revolves around connection, perseverance, and the unbreakable bonds between loved ones.

**Core Gameplay**

Players control two characters simultaneously across split-screen environments displayed either horizontally or vertically. Drawing inspiration from **Celeste** and **Jump King**, the game features precise, physics-based platforming with challenging jumps, wall-climbing, and momentum-based movement. Each player navigates their respective world while constantly observing their partner's progress on the shared screen.

The core mechanic involves **world-switching**—players can shift between dimensions to help each other overcome obstacles, create platforms, or manipulate environmental elements. Puzzles require perfect timing and communication, as actions in one world directly affect the other. The difficulty escalates progressively, demanding both individual skill and seamless cooperation.

**Unique Element**

What sets this game apart is its **dual-reality gameplay system**. Unlike traditional co-op games, both players share visual information constantly, creating a unique dynamic where success depends on reading your partner's needs and coordinating complex maneuvers across two simultaneous realities. The emotional narrative of reuniting separated souls adds meaningful context to the challenging gameplay, transforming frustrating deaths into determined attempts to reconnect with your loved one.

This innovative approach to cooperative platforming creates an entirely new genre of "empathetic precision gaming."