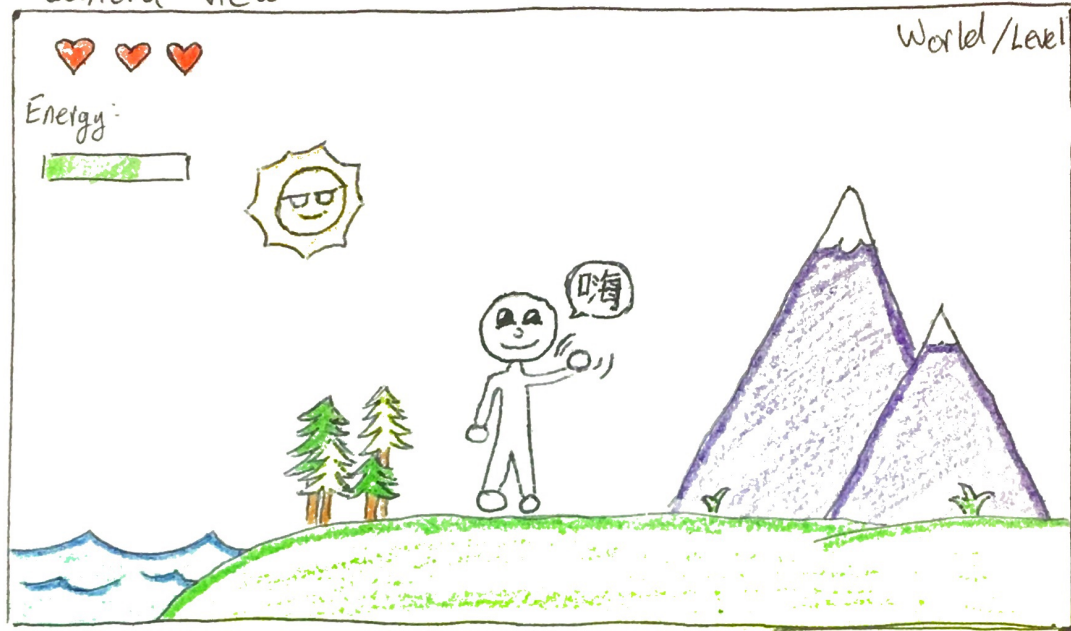


# Title: Meridiem

## 2D Platformer

Camera View:



- The camera view is attached to the player, and will move with them horizontally and vertically as they advance through the various worlds and levels
- The top left corner displays the player's health and energy levels, which will restrict how often they can use their powers
- The top right corner displays what world/level they are on
- The player can control the time of day, and the sun will move as they change it (the sun will always stay in the camera view)