**2.5D Platformer:**

Can play alone, or with two over network or split screen

Player & Pet per player

Levels:

* Scaled difficulty for coop multiplayer, so have different versions of every level for solo/coop
* Items (for player or pet) to find throughout playing that help with one of the 3 level types
* Puzzle levels / Combat levels / Boss levels(could be a sequence of the 3, bigger level)
  + Combat levels:
    - Control movement of player and pet as one
    - OR: pet complete AI
    - Attacks: pet(melee) / ranged(player)
    - Lots of dumb enemies, some better/smarter enemies
    - Level complete if: all enemies dead
  + Puzzle levels:
    - Switch between control of player/pet (or pet can follow player)
    - Line of sight/distance needs to be obtained between player and pet, otherwise control of pet is lost (visually indicated)
    - Both have different movement/action abilities
    - Levels are physics based, using masses of player and pet to move stuff, or player and pet should trigger something simultaneously, or
  + Boss levels:
    - Bosses have good ai

Randomized sound effects to avoid repetition?