Game Title: Project Not Charted

Genre: Puzzle Platformer

Group Members: Neil, Xingyu, Ethan, Zach, Victor

Summary: (1 to 2 paragraphs describing the game and what a player does in it)

Our game, Pathfinder’s Cove, is a 2.5D platformer set on a peculiar island brimming with secrets. In this game, players take on the role of an adventurer tasked with navigating a series of increasingly challenging levels that combine classic platforming with puzzle-solving mechanics. They will traverse through stunning environments ranging from jungles, a harbor filled with activity, and ancient ruins with hidden mechanisms. They will use an array of abilities and interactive objects to complete their journey.

Players will encounter various obstacles such as spikes and flame traps that they will need quick reflexes to overcome. They will also find themselves solving a collection of puzzles by using the environment itself, like creating paths with moving platforms. But the island is not just a playground; it is inhabited by enemies that will each present their own unique challenge to players. The goal is to collect treasures and make use of the unique items like coins, power-ups, and keys to unlock new segments of the island. Our game delivers a mix of exploration, action, and brain teasers that can be enjoyed by players of all ages.