Scenario: As a skeleton placed in the middle ring of the seventh circle of hell, you decide to try to escape from the underworld.

Gameplay

Constant run: perpendicular to surface at constant speed (override gravity, calculate perpendicular force)

Jump: While grounded, apply impulse opposite ground

Dive: While jumping, press slide button, sharp dive downwards, when held goes into slide on land, if not held, slows movement speed.

Slide: While running, press and hold slide button, while sliding constant deceleration until stop, slide under obstacles

Charge: Charge forward very quickly (high impulse force), can execute once per jump, recharge time while running. If charge from slide, go to run.

Follow tunnel/path: On the entrance of the path, follow pre-fabbed line until end, disable all other controls.

Levels

Dark cave w/bones and other skeles

Buddhist hell

Icy Rain & Shallow pools of filth

Flaming Desert

Windy, Ashy storm

River

Enemies

Flattened men (gluttony):lie in a vile slush and icy rain. kind of like flounders with protruding arms, stop the player until they charge.

Faeries (lust): tormented by a violently windy storm. Not bound by the ground, follow and torment the player if they are not killed.

Black mages (lack of faith): pagans. Ranged stopping attacks (philosophers who try to lecture the player).

Weighted men (greed): forced to carry giant objects. Slow but cannot be jumped over, must be charged.

Flaming coffins(heresy): must be avoided, act as obstacles.

Thorny bushes (self harm): must be avoided, act as obstacles.

Harpies: Feed on bushes

Cerberus: glutton guardian, great worm

Pluto: god of wealth

Tools

<http://www.sixbysevenstudio.com/wp-flexible/project/quickedit-for-unity-3d/> for mesh curvature during level layout