

3.3 Domain requirements

Domain requirements for a platformer game refer to the specific features, mechanics, and content that are required to create a game that fits within the platformer genre. Here are some domain requirements to consider:

- **Character Movement:** Platformer games require precise and responsive character movement mechanics, such as jumping, running, and sliding, to navigate through levels and avoid obstacles.
- **Level Design:** Platformer games require well-designed levels that provide interesting challenges for players to overcome, such as jumping puzzles, enemy encounters, and environmental hazards.
- **Collectibles:** Platformer games often feature collectibles, such as coins, power-ups, or other rewards, which incentivize exploration and mastery of levels.
- **Enemies and Bosses:** Platformer games often include enemies and bosses that players must defeat to progress through levels and the game.
- **Platform Types:** Platformer games feature different types of platforms that the player must navigate, such as moving platforms, disappearing platforms, and platforms that crumble or break.
- **Power-Ups:** Platformer games often feature power-ups that grant the player temporary abilities or enhancements, such as invincibility or increased speed.
- **Music and Sound Effects:** Platformer games often feature catchy and upbeat music, as well as sound effects that enhance the player's experience and create a sense of immersion.