**This is a list of the stuff I had so I can make scripts.**

**This is just a list of the stuff that will be placed in the game.**

**Hazards:**

Name: Dropper

Purpose: Spawns a object that falls down. The object will hurt the player if they collide.

Sprites: upside down volcano with meatball bullets

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Name: Spikes

Purpose: does damage to players and knocks that up slightly on collision

Sprites: triangles

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Name: Pit

Purpose: Boundaries where they player will be killed.

Sprite: dark rectangle smoke?

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Name: Electric floor

Purpose: Electric floor switches regularly between being on and off. When the electric floor is on it will shock the player.

Sprite: Coil that will glow when on

**Interactive objects:**

Name: Linked Portals

Purpose: Changes the players position between two portals when the player collides with them.

Sprites: O

/\* would be cool if I could link two specifically together in the editor \*/

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Name: Launcher

Purpose: launches the player up when they ground pound this.

Sprite: Mushroom

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Name: Platform

Purpose: The goal of the game, The player needs to activate every platform. There are three different types of platforms, Normal, Groundpound, and Dash platforms. They only differ in how the player activates them. Platforms light up when activated.

Sprites: Normal ,GP, Dash

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Name: Breakable walls

Purpose: they make the player use dash.

Sprite: cracked walls

**OTHER SHIT:**

Walls

Ramps?