**Game Objects:**

Enemies: They move around, some jump to chase after the player, some don’t. When the player is too far, they do not chase after the player, and only react when the player is too close or attacks them. Drop money and xp for the player when they die.

Chests/Shops/Shrines: Players can interact to spend money to obtain items that power them up.

Shrines can fail (I got the achievement to fail 3 times in a row on my first game)

Player: can move, jump, fall etc. Has a set of abilities with cooldowns.

**Pitch:**

To a player: If you enjoy a roguelike platformer with lots of enemies and engaging difficulty this game is for you.

To an investor: When looking for an indie game, people like roguelike games

**Changes:**

lower the amount of downtime at the start of each level: Each level starts with the player exploring the empty map to find where the teleporter is and all the various purchase areas. Then enemies slowly begin to appear, and ramp up their appearances over time. The first minute or so of this process feels very boring to me, so I would speed it up.

Increase movement speed of both enemies and player: This may be intentional, but it takes a long time to go from place to place. Increase enemy speed to keep the same balance in combat, while increasing the pace of exploration

**Potential Idea:**

I like the idea of roguelike elements a lot, they add a lot of replayability to an otherwise simple game.