Jordan Brist

<div align="center">Milestone 2</div>

You, the main character, are a lowly office worker at your company. After being treated like garbage for too long, you decide to bring down the organization from the inside. However, one day you come in to work and find that the place is overrun with robot drones. They will do everything they can to stop you from reaching the top floor and confronting your boss. You must work your way through each level of the building until you finally reach someone in a position of power.

The game will be a fairly straightforward side-scrolling platformer. The player must work their way through each floor of the office. Each floor is a level, and the building serves as a kind of world. (If the game grows, then there will be more than one world, each with different themes and art-styles). At the top floor of each building, there is a boss level where the player must use skills learned in previous levels to defeat the boss. There will be some action/combat, stealth, and other simple mechanics seen in side-scrollers.

The game will be 2.5D and use 3D rendered graphics with restricted movement on a two-dimensional plane.

I plan to only focus on development for PC. Focusing on a single system is going to be better for my workflow and sanity.