Final Project **|** Elevator Pitch

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Pitch

My idea for the project is to create a 2d platformer game where the player is a cave exploring archeologist which dig down through caverns in search of the fabled Philosophers' Stone.

Armed with a pickaxe and searchlight the player will descend through the various levels which will be guarded by enemies that will try to kill the player. In order to progress through the levels the player will clear the way by hitting destroyable tiles with the pickaxe. Some of these tiles will contain precious minerals which can be used to buy upgrades such as a boost to health or damage as well as new tools (powerdrill maybe?) and weaponry (dynamite?).

Another feature i would like to add is perhaps some kind of customization to the character in order to make the experience unique (But i'll guard myself from overreaching here by not making any promises).

I would also like to add storyline elements in order to make the progression logical. A thought i have had is to add simple text-based "cut-scenes" between the different levels.

One final thing i also would like to add is atleast one boss but honestly we'll see how everything else goes lol.

Implementation

First of all i want to state that i am not sure exactly how difficult this will be in practice and how many of these mechanics and/or elements i will be able to finally implement, this may be waaay above my skill-level, but i will atleast try my best, anyway, I'll add a few thoughts i've had about the implementation so far here that i could use some feedback for.