Puffle Jetpack Game
Get to the end of the jetpack course without dying

Gameplay Overview
The game is going to be from a side angle. The player is a puffle going on a jetpack ride. It's penguin owner will be the puffle from the ground below to indicate the progress. The goal is to get as many coins and finish the course. You have to avoid the balloons because if you hit them you will lose a life. You also have to make sure not to lose fuel, so you have to collect gas cans.

Win condition: Get to the end of the course

Lose condition: Lose 3 lives or run out of fuel

Controls
Up and Down Arrow Keys: Moves the puffle up and down
A: Shoot down obstacles
Select: Pause Screen

Audio
Menu/Opening Screen: Club penguin theme song
Game: Background club penguin music
Collect Coin: Ding/Kaching noise
Hit Balloon: Pop noise
Finish Game/Win: Celebration and maybe confetti
Lose: Wa-wa-wa sound

Gameplay Details
Background: The background is going to be very long, and have a set collision map. I think I will try to maybe have 2 levels/ maps that would randomly get chosen between when the player starts the game. The coins and fuel containers are stationary, but ideally, the balloon would float up and down. The penguin at the bottom would seem like it's walking and would progress towards the finish.

I would like to have a high score display at the end and beginning screens. The first screen would just show the highest amount of coins collected. But the end screen would have a list of coins and also ask player for their name, displaying the top 3 scores if the game is played that many times.

If the puffle runs into balloons it would lose life. The coins just act as a score. There is also a fuel tracker at the top (that I forgot to add) that would show when the jetpack is about to run out. It will need to be replenished as it gets depleted at certain time increment.