

Seth Cram: Overworld Environment Builder

Description of feature:

- Top-down 2D environment the player will be moving around in
- Free-roam for the player
 - Unlike mario games moving from level to playable level on a predetermined path
- Will have entryways to Underworld 2D Platformer levels
- Could use fog-of-war to limit player's view and improve performance
- Coding will involve:
 - Interaction and spawning/respawning of player at Underworld entryways and normal doors
 - Moving aspects of the environment such as falling rocks, moving platforms, etc.
 - Scene/level transitioning
- One giant interconnected level