

CocoCode Game Jam #1 [2025]

Finished: X

Theme: Poison

Idea #1

- Poison Frog
 - attack w/ tongue ^{poisoned}
 - 'break' through leaves w/ tongue
- charge charm
- no sprint

Idea #2

- Poison management simulator
 - factory/lab
 - make sure poison levels don't exceed max

Idea #3

- Poisoned heart ♥
 - stay alive

Idea #4

- Poisoned feet/something that dissolves floor
 - poisoned rain cloud that follows player
- limited time on each level of floor
 - collect/craft/figth
- HazMat player suit
- something at bottom to prepare for...



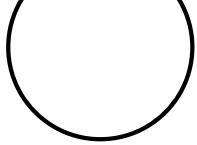
Idea #5

- poison cloud revisited
- player plagued with it



- player
 - jump, move
- cloud
 - decays floor
 - use mouse to move it temporarily
- put on moon to protect humanity





o moon rotates on player movement