

# CocoCode Game Jam #1 [2025]

Finished: **X**

## Theme: Poison

### Idea #1

- Poison Frog
  - attack w/ tongue ← poisoned
  - 'break' through leaves w/ tongue
- charge charmp
- 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/fight
- HazMat player suit
- something at bottom to prepare for...



### Idea #5

- poison cloud revisited
- player plagued with it

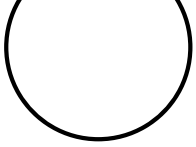


◦ player  
- jump, move

◦ cloud  
- decays floor  
- use mouse to move it temporarily

- put on moon to protect humanity





o moon rotates on player movement