# Elemental Ascent

Summary

My game is a 2D game that is played on a horizontal map (like super mario bros). The main concept is that there are a series of levels where the character must traverse the map and its obstacles to reach the end door/escape/etc. However, the obstacles the character will encounter require different elements to beat them. The character will be able to switch between water, fire, earth, and air throughout the map by reaching these powerups.

It will look like a 2D retro pixel game with buttons to move left and right, a tap to jump, and a button for each element's powerup. Fire will shoot a fireball, water will be able to teleport through puddles, air can move objects with wind, and earth can make the ground change to raise the character.
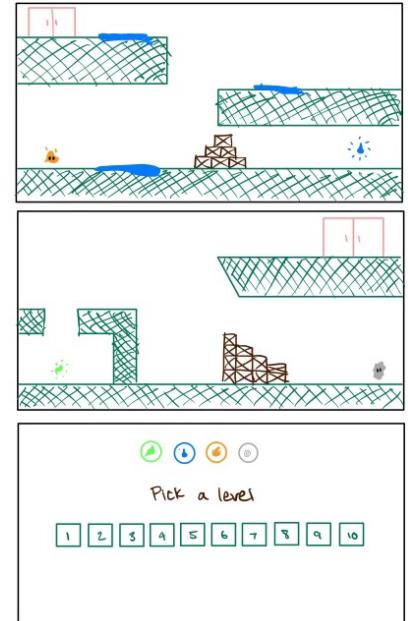
Progression

I will have 5-10 levels, each taking 1-2 minutes. The character also changes elements throughout each level to make each level more progressive.

Assets

- Ground/map assets: https://assetstore.unity.com/packages/2d/environments/2d-platfrom-tile-set-cave-61672
- Sprites for the 4 element characters and walking/jumping animations (TBD)
- Sprites for fireballs/wind/etc. (1 for each element powerup) (TBD)
- Sprites for boxes, doors, other things the player encounters (TBD)

Struggled to find some free assets online (that match what I'm going for) so may change the theme to be more cartoon/paper & marker, so then could draw some assets.

Length of Play

I will have 5-10 levels that each take 1-2 minutes. The player (ideally) also will not complete each level first try so that will add some complexity.

Techniques

Touch input, animation, collisions, procedural levels, UI, and maybe more as I go.