### Overview:

### Genre: 2D Platformer

### Platform: PC

### Gameplay Mechanics:

### UI Design: Main Menu (5 points):

### Start Game button with a pixel art style.

### Options for adjusting volume, controls, and display settings.

### High Score display or level progress indicator.

### Level Design with Tiles (15 points):

### Utilize a tile-based level design system.

### Create visually appealing and challenging platformer levels.

### Incorporate various types of tiles (ground, platforms, obstacles).

### Player Controls and Animations (15 points):

### Responsive controls for character movement (left, right).

### Implement jumping and crouching mechanics.

### Add smooth character animations for movement and interactions.

### Unity's Physics Engine: Rigid Bodies and Forces (10 points):

### Integrate Unity's physics engine for realistic character movements.

### Use Rigidbodies and forces to handle player interactions with the environment.

### Interactive UI Systems (10 points):

### Display player's score, lives, and level progression.

### Pause menu with options to resume, restart, or exit the game.

### Handling Collisions and Triggers (15 points):

### Detect collisions with platforms, obstacles, and collectibles.

### Triggers for power-ups or switches that affect the environment.

### Enemy AI and Obstacles (15 points):

### Introduce enemy characters with basic AI.

### Create obstacles and hazards for the player to navigate.

### Game Logic and Scoring Systems (15 points):

### Implement a scoring system based on collected items and defeated enemies.

### Include checkpoints for respawning upon player death.

### Game over screen with an option to restart or return to the main menu.