

# The Siren's City

## Differences:

- Art assets
  - I changed the setting from a forest to a city, because I felt it suited both the music and gameplay more. I also liked the sound of the title better.
- Gameplay
  - Instead of having a dash input, I opted for a “fast land” movement option. I noticed when testing the platforming with the beat it was difficult to time landing with the music without falling.
  - The obstacles change according to the beat of the music. Background music is an integral gameplay element, so it will be playing.
  - Your movement options are running, jumping, double jumping, and fast landing. You can interrupt a fast land with your double jump to reposition yourself.
- Game flow
  - I had to lower the scope, so I ended up only creating one level with mechanics.
- Checkpoint system
  - Checkpoints are denoted by mailboxes. You start at a mailbox, you have a checkpoint at a mailbox, and you finish at a mailbox.
- Timer
  - There is a timer that tracks how long it takes to finish the level. Once you finish, the timer pauses.
- Sound
  - Music is gotten from online and so are the sound FX used in jumping, fast landing, and reaching the checkpoints/goals.