Treasure Hunter

Game Overview

* Game Concept
  + Player Character moves through levels from beginning to end. Levels have hazards, enemies, and obstacles. Levels are laid out with platforms.
  + Player can walk, run, shoot projectiles and jump.
  + Hazards include spikes, bottomless pits, saws, and lava.
  + Player dies instantly if a hazard is touched.
  + Player can kill enemies by shooting projectiles at them, touching while invulnerable, or by jumping on them, unless there’s a hazard on top of enemy.
  + Levels may contain moving platforms.
  + Enemies generally move left or right.
  + Player can have power ups.
  + The power ups are
    - Heart for health
    - Invincibility power up (for a limited time)
    - Projectile power up.
  + Player moves through levels to find treasure.
  + When player dies, player may respawn at the beginning of level or at checkpoint.
  + Player starts game with a set amount of health but may increase max health by finding Heart Containers.
  + Player may exit level to a map, where the character may move back to other levels to replay them.
  + Game is saved automatically after each level.
* Target Audience: Ages 13+
* Game Mechanics:
  + Player may move left or right. Player accelerates from 0 to a set maxSpeed.
  + If the run button is held, maxSpeed is 50% higher than walking speed.
  + Player can jump. The longer the jump button is held, the higher the player can jump without jumping higher than a maxJumpHeight.
  + Platforms/ground may be solid all over or jump through.
  + Platforms may move left/right, up/down, or diagonally.
  + Player health decreases when hit by projectile or enemy by an enemyDamage that is different for each enemy.
* Story:
  + Character finds a piece of a treasure map and sets off to find other pieces of the map in order to find the treasure.
* Levels:
  + Levels reflect local geography (forest, desert, etc.)
  + Prelude level will be tutorial level
* Interface:
  + Hud will display
    - Health
    - Possible timer
    - Score
  + Pause menu may reveal
    - Map
    - Items Obtained
    - Health Containers
    - Score
    - Exit option
* Control System:
  + PC controller or keyboard/mouse