Atmospheric Temple

Overview:
This game is a platform game where your goal is to reach the temple in the sky in the fastest time, collecting all the loot along the way that the temple needs. The path is a difficult one with disappearing platforms and loot in challenging places. If you fall off the map, you will lose a life, and it is not an easy map to cross, with only 3 lives. The loot will be temple-like objects that need to reach the temple. There will be three levels, all harder to get to the end in a fast time(easy medium, and hard levels). A highest score will be kept track of to make it so you continue playing, trying to get better and better times. There will be various different platform types, moving platforms, disappearing platforms, and steady platforms, all making it more challenging to reach the finish line for the player. Also, the levels get harder and therefore you will make more mistakes. Also, in the harder levels, things like rain will fall down that can kill the user, or enemies will attack that can kill the user, so a user must avoid these enemies or objects. A timer will be set for each level, making it so the player will try and get better and better times as they play more.

Controls:
Movement of character: w, a, d. W will allow you to jump, A will go right and D will go left. This is the fundamentals of the game, and is what will allow the player to cross the map and get to the temple.
Shooting: The harder level of the game may have enemies attacking or rain falling from the sky that makes the player die while trying to reach the temple, and the player will need to shoot these using the arrow keys, up, down, left, and right arrows.

Art Assets:
Platforms: Different colored platforms associated with the different movements or types of platforms. Will look like land, and floating things.
Temple: The end goal that a player must reach, and will be a temple structure.
Person: The player will look like a person and this will be what the controls will be used for.
Background: The setting is in the sky, and for each level there will be different sky backgrounds.

Audio Assets:
Shooting: Every shot will make a shooting sound.
Enemy hit: When an enemy hits, it will make a sound based on the enemy or object that was hit by the user.
User hit: If the user was hit, it will make a sound and respawn to start signaling life lost.
Reached end: The user beat the level and reached the temple.
High score: The user got a new high score time

Concerns:

Enemies: Creating enemies attacking and moving automatically may be difficult and ensuring the enemies are not too difficult to pass the game.

Jump and movement: There will have to be a balance between too fast of movements and jumping the right height. A slower movement speed will allow the game to be played for longer and each platform has to be set so the jump height makes sense for the player.

Game play: Making the game the perfect level of difficulty where it is not too hard and not too easy for a player to beat.

Loot: Placement of loot has to be correct in order for the game to be challenging and fun to play.

Game Flow:

-Start at the landing page, and can select level 1, 2, or 3(easy, medium or hard). Then you go and it would change which scene you're in depending on the level, and you would complete the level, with features described above. When the game is finished, it will take you back to the landing page.

Possible Additions:

-Adding Flip gravity, where it flips the gravity of the map if hitting something, or based off time

-Adding wind gusts, making it so different areas of the map are harder or wind gusts happen every so often in a level.

-Speed boosts of player movements or jump