**Hammer Legend**

**Rules**

* You are the hammer legend
* Swing your hammer at the floating platforms to propel yourself forward
* If you fall, you lose!

**Requirements**

* Hammer legend and hammer sprites
* Floating (diamond/triangular?) platforms
* Starting launch arc for hammer legend
* Swing animation
* Control hammer legend orientation with finger swipe, release to swing hammer
* Propel hammer legend forward based on angle of contact between hammer and platform
  + Enough momentum to reach next platform with non-perfect contact
  + Zoom past or through some platforms with perfect contact
  + Some animation and sound effect stuff to make this feel good
* Score increases with distance travelled
* Platforms spawned from selection of templates
* More challenging templates spawn as hammer legend travels greater distance

**Not doing yet**

* Background music
* Fancy colourful backgrounds
* Ads
* Earn currency for unlockables (e.g. more backgrounds, hammer and legend skins)
* Shop
  + Pay to remove ads
  + Possibly buy currency
  + Other hammers with different properties (e.g. weight)
* Story, lore

**TODO**

* Platforms should stop player if body hits the platform
* Try calculating launch trajectory from the normal of the HAMMER rather than the PLATFORM