

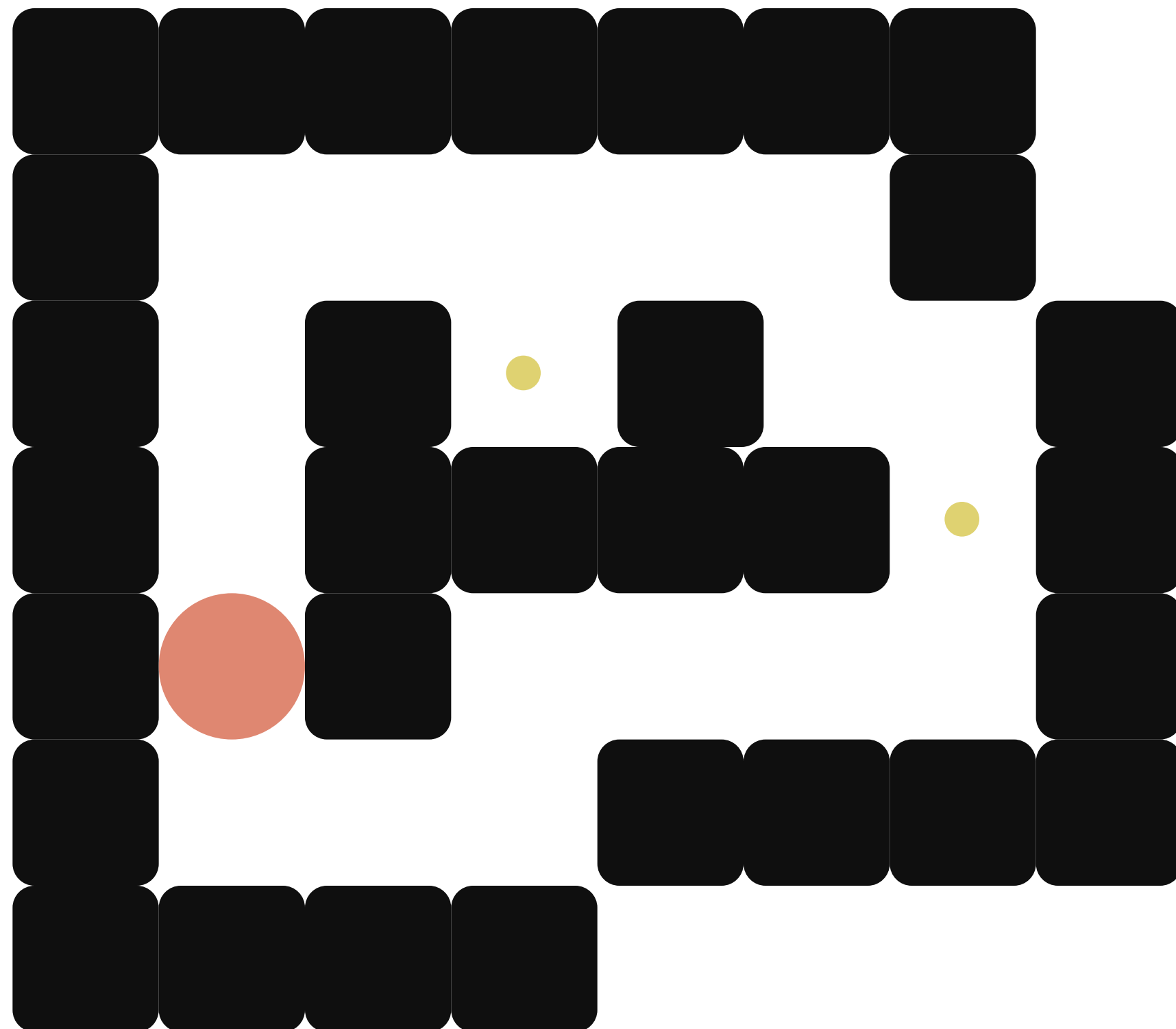
Big Game Jam #7

By **Pjanda**

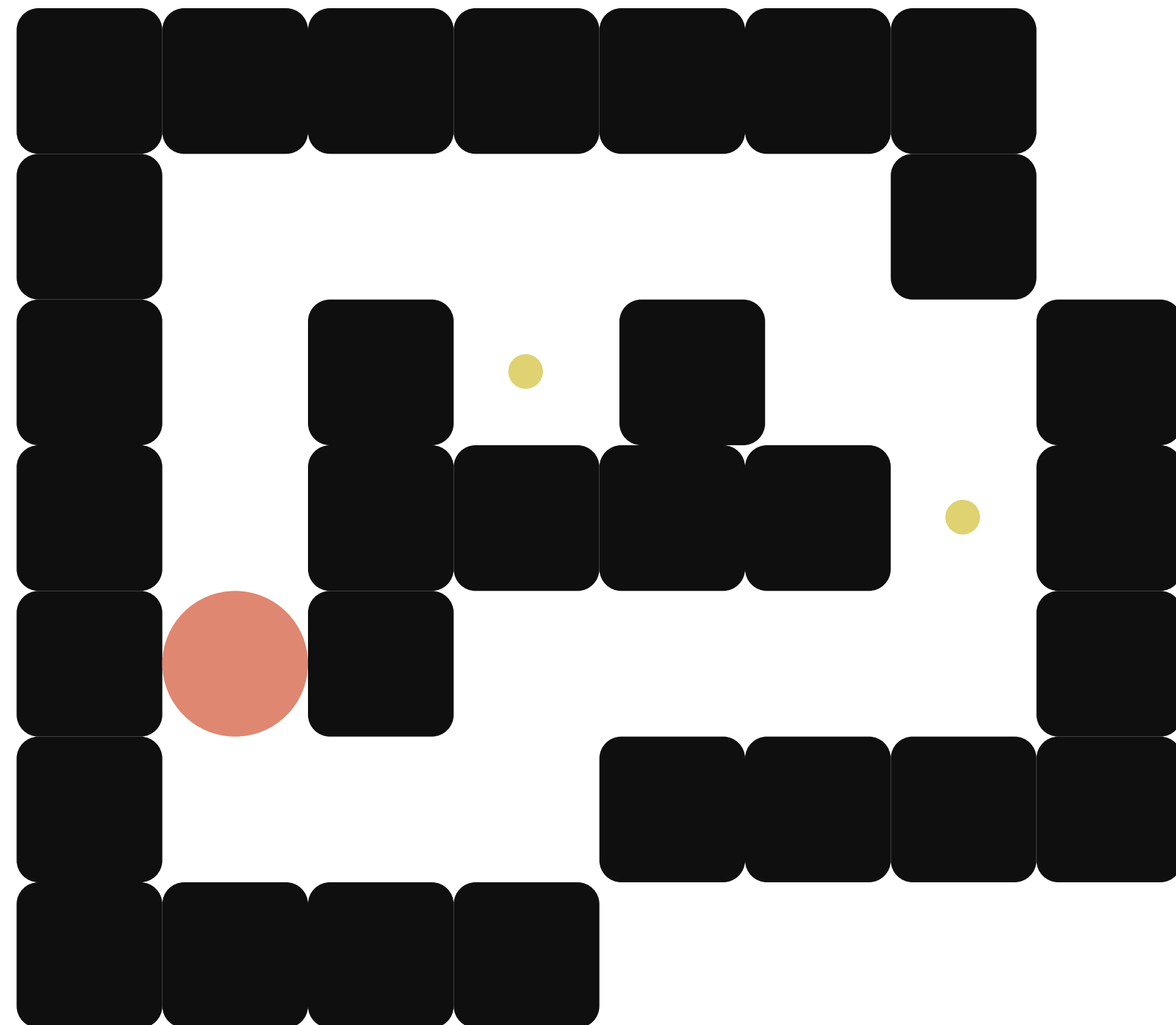
My Idea

Similar to Tomb Of The mask, the player can move in 4 directions and are surrounded by a maze.

The player is asked to collect as many coins as possible, but for each coin you collect, you get a special effect, you'll keep for the entire game.



Special Effects



These effects can be:

positive effects:

- speed
- double coins
- shield
- go through walls
- remove negative effect

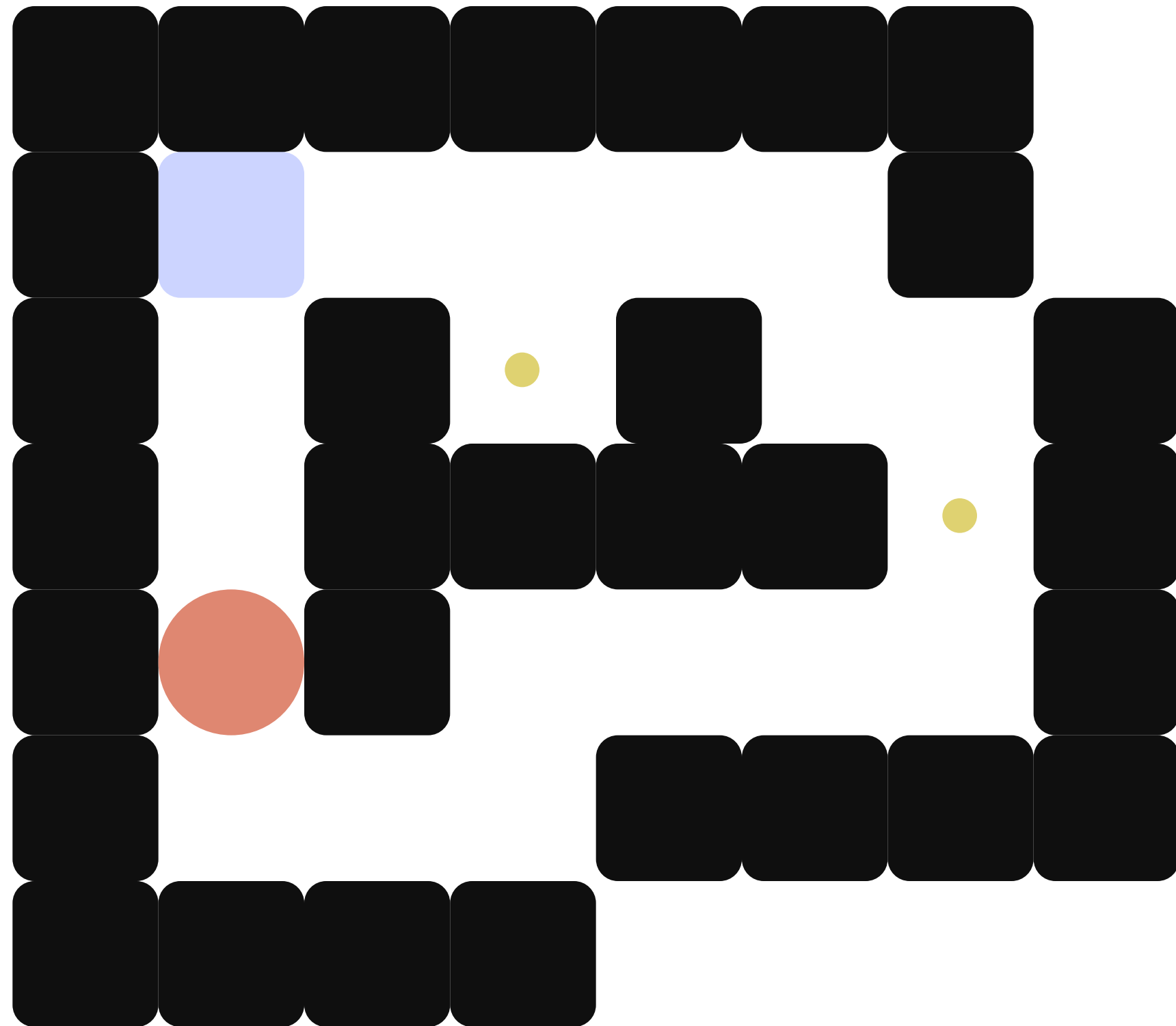
or negative effects:

- slowness
- no coins
- extra enemy
- stop controls for 1 second on an interval
- can't move in one direction
- remove positive effect

Enemies?

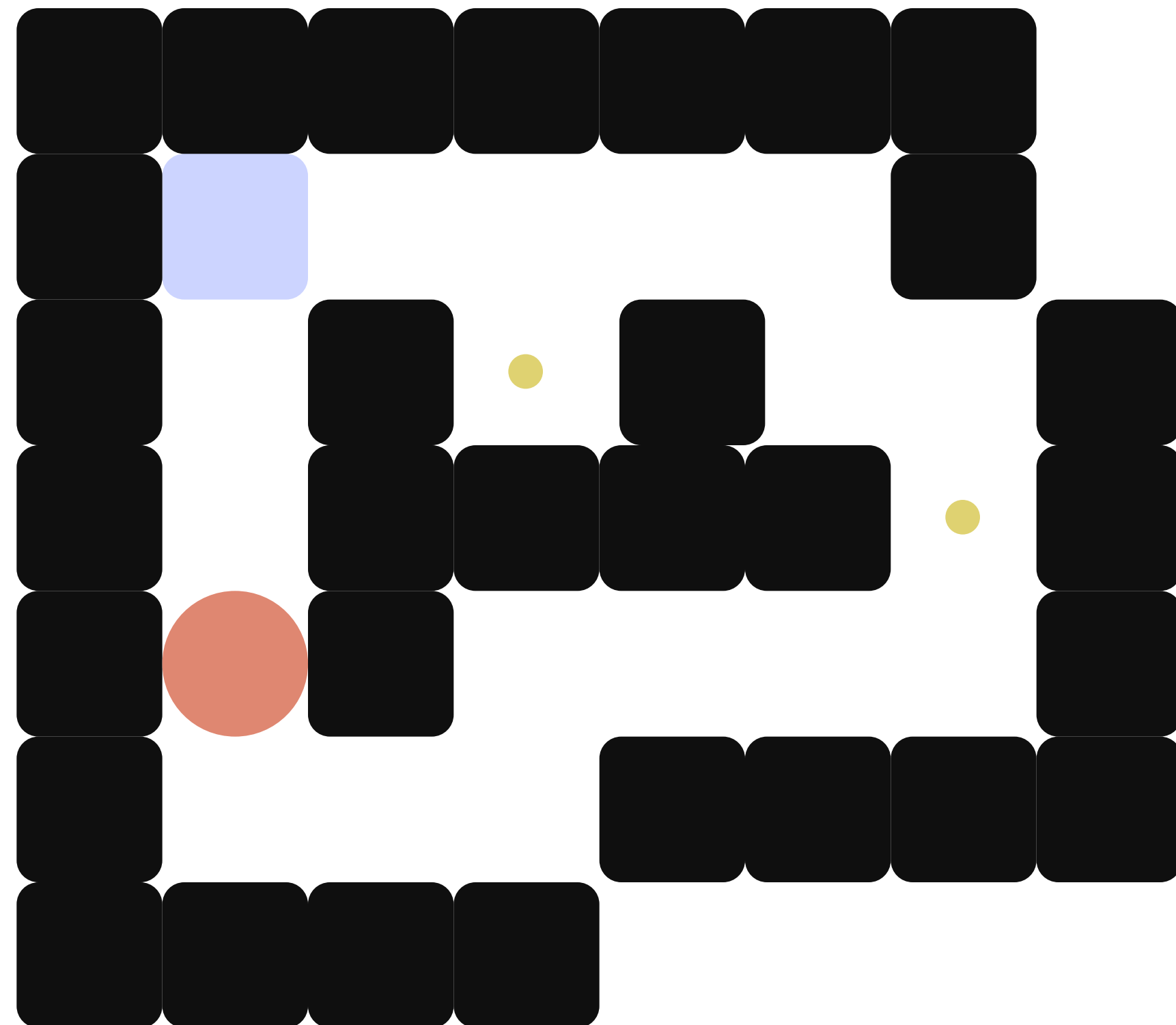
Who are the enemies? The music.
When the music does something, the
player needs to go to a safe zone, if they
don't, they fail.

Inspired by super mario bros. [bah bah](#)



Music

The music is dynamic, it goes faster when you have more positive effects and slower with more negative.



So
that's
my
idea :D