Tyrus and Randall: A+ idea

* Platformer
  + Purpose: Reach end of stage with set amount of food
  + Will it be a puzzle platformer or an action platformer?
    - Yes
  + Multiple types of stages?
  + Each world is a village
  + Several feed the village this amount of food levels
  + World ends with a gluttonous glut boss
  + Villages all around the world
* Collecting food
  + Food is scarce.
    - Encourages players not to screw up
* Belly meter
  + Needs food to overcome certain obstacles
  + Certain moves can only be done with a certain amount of fullness
* Tyrus
  + Getting hurt affects the belly meter
  + Paraplegic
  + Belly meter is 2/3 full at the start of each level
  + Belly meter slowly goes down throughout the level
  + When he is hit it cause his belly meter to go down
  + Tyrus can allow special things to happen using his fullness
    - Fullness refers to belly meter
  + He takes food from Randall to replenish his belly meter
* Randall
  + Is invincible
    - Makes Randall drop some food
  + Dog
  + Can only jump a small distance
  + Do we want him to be knocked back by enemies?
    - Yes sir
* Tyrus’s super special awesome Bellibilities
  + Super jump
    - Super high jump but with low descent velocity
  + Super speed
    - Gets rid of knockback
  + Super star mode
    - Tyrus is stored in Randall’s mouth
    - Randall’s speed is reduced to prevent him from swallowing Tyrus
    - Prevents enemies from hitting Tyrus and lowering his belly meter
    - Tyrus’s belly meter decreases at a normal rate inside of Randall’s mouth
  + Super puke
    - It fires a quick ball of projectile