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| Feature | Implementation |
| Exp/Levelling | Exp will increase each time the player dies. Breaking/Jumping acquired on levelling |
| Interactive entities | Magpie that kills you. Insurance and tax powerUps. Rock that falls from the sky and kills you when you stand still. |
| Passing through zone | Tax/Insurance change your ability to bast through the son |
| Main/menu/game over screen | Game over is the winning screen, that is the aim of the game |
| BGM | Ambient park music into beats when the actual game starts |
| Stopping Entity | Disapproving son who only lets you pass if you have life insurance |
| Breakable Objects | There is a wall that will break and let you through to the last death if you break it |
| 5 Possible Deaths | Rock, Magpie, Son x2, Inflation |
| Humour | Humour will be the main attraction of the game: Old man character, random deaths, economics jokes, dark jokes about familial caretaking and life insurance. It’s got it all. |

**Gameplay Concept**

“Winners are Losers”

In the proposed game, dying is the hardest part of playing the game, and you need to do it to progress. Think of it as a puzzle rpg game where you have to figure out in the level all the ways in which your character can die. Each time you die, you will gain stats that will enable you to jump higher, break objects and perform other actions which let you die in novel ways. Reach the level required to progress to the next level.