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| Feature | Implementation |
| Exp/Levelling | Exp will increase each time the player dies. New stats gained upon levelling |
| Interactive entities | Goomba-type creatures that the player dies if they collide with them. |
| Passing through zone | Hidden traps that kill the player and have specific activation conditions |
| Main/menu/game over screen | Game over is the winning screen, that is the aim of the game |
| BGM | I will compose background music. Strange nihilistic vibes. |
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**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.