# Game jam theme

– Evolution
– Changing form
– Upgrades
– Leveling up
– Devolution
– Upgrade tree

– Game genres
– Rogue-like
– Puzzle platformer

– Setting
– Jungle lab

– Story
– Breaking into the lab?

– Win condition
– Get to the end of level

– Lose condition
– Enemies kill you

– A puzzle platformer set in the jungle where the player picks up power ups to distort themselves and get through the level