**Mechanic Description**

**Game Mechanic**

The game is synchronous start online multiplayer with players competing against each in a vertical platformer. The players can select one of several levels. When all players are ready, the chosen level loads and the players spawn at a starting location. Their goal is to reach the top of the level by overcoming platforming obstacles, collecting power-ups, and defeating enemy combatants. Each player has three health points and a single projectile that automatically reloads after a period of time after use. They can collect power-ups scattered across the level to gain a bonus such as a double jump. A number of enemies are also spawned in each level. They are of three types: runner, flyer, and turret. Enemy attacks always deal a single point of damage and are defeated by a single hit from a player’s projectile. The game ends when all players reach the goal or five minutes has elapsed since the start of the match. Players may choose to speed through the level, ignoring enemies and power-ups in a high-risk, high-reward style, or minimize their risk by carefully collecting power-ups and defeating enemies in their path.

**Game Features**

* Players move by jumping
* Players can shoot a projectile
* Players can receive damage and die
* Players can deal damage to enemies
* Players can collect power-ups
* Levels have a spawn area
* Levels have a goal location
* Levels have enemies of varying types
* Levels have power-ups of varying types
* Levels have multiple paths
* Enemies have three types: runner, flyer, and turret
* Enemies can deal damage to players
* Enemies can be defeated in one hit
* Enemies do not respawn
* Game has a master timer
* Players are scored by the order they reach the goal

**Board Game**

No feature changes.