

The seed

What does the world look like?

Goals

What are obstacles

Gameplay mechanics/ rules

Rewards

Surprise

What happens in the next level

Something special

Puzzle

Pixel

Have each character (AI) work together

The level design

Trial and Error

Rewarding getting to next level

some characters have unique characteristics

Gets harder

Roguelike

2D

Progress through harder effect

Different heights

They can choose what AI comes out first

unlock new characters and items

Fighter Simulation?



Use different types of characters

Player places things

reform the terrain with given items

140 x 140 pixel

500 x 500?

