Solo Project - William Houle

**Team Name + Game Name: SwitchWorld**

**Pitch**

Mario meets weapons. SwitchWorld takes the simplicity of a 2D platformer and adds in weapons, end-of-level bosses and biome randomization. Challenge yourself by changing your playstyle. Try to beat the level without killing anything, try to beat the level by killing everything, speedrun it for more points, collect all coins and more. At the end of the level, you either face a boss (win and select an extra bonus, lose and die) or you get a minor random bonus and continue to a new world with biome randomization. Randomly generated levels make the game even more diverse.

**Explanation**

SwitchWorld is a 2D Platformer where the player tries to navigate to the end of each level without dying from obstacles, enemies and bosses. On your way to the end, you collect coins and/or powerups to increase your score or your abilities (jump power, speed etc). When you reach the end of each level, the biome changes randomly and will have different effects on the player. For instance, a snow biome makes you slower while in snow and you slide when on ice. The player also adapts to the new biome if you get the hidden costume in each level to negate all the effects of the biome. (The player can find a parka in the snow level to stop getting slowed down or sliding) Sometimes a boss will be generated, and if you beat the boss, you will be awarded with something (not determined yet). The player also has a weapon and can find other weapons in the level to defend himself with. As for multiplayer, maybe something like Mario Maker where people who play the level before hand can leave a message where they died (or see their ghost playing it/just leave an X where someone else died), otherwise there will be a racing style implementation to the end of the level, the winner gets more points and/or a bonus item.