

Team name ideas

- **Midnight Ring Circus**
- **Big Top Interactive**
- **Jesterworks Studio**
- **Velvet Clown Collective**

Core Concept

- Game type: 2D side-scrolling platformer or other idk
- Theme: Circus clowns (i like ur drawings)
- Tone: Mixed — silly antics (pie-throwing, juggling, slapstick), but occasionally eerie moments (empty tents, dark corridors, distorted music).
- Main character idea:
 - A clown with exaggerated, cartoonish features.
 - Can be goofy: big shoes, honking nose, floppy hat.
 - Can also express fear or creepiness in darker segments: shadowed eyes, drooping posture.

Gameplay Mechanics

Movement

- Jump, double jump, and a “boing” bounce from giant spring shoes.
- Swing on trapezes or ropes.
- Slide down circus poles.

Abilities / Power-Ups

- Silly powers:
 - Pie throw → hit enemies, can also trigger platforms or traps.
 - Balloon shield → float across gaps.
 - Honk blast → push enemies back.
- Creepy powers / interactions:
 - Dim lights or flickering spotlights reveal hidden paths or enemies.
 - Objects behave unpredictably in dark segments (clowns appear, shadows move).

Enemies / Hazards

- Silly:
 - Rival clowns throwing custard pies, bouncing rubber chickens.
 - Circus animals with exaggerated traits (elephant slipping on banana peels).
- Creepy:
 - Shadow clowns with no face, only glowing eyes.
 - Broken carnival rides that lurch suddenly.
 - Twisted balloons that move like snakes.

Level Ideas

Opening Level: Carnival Funhouse

- Bright, colorful, silly.
- Obstacles: bouncing floors, silly trampolines, pie cannons.
- Enemies: rival clown apprentices.

Second Level: Haunted Big Top

- Dim lighting, slightly off-kilter platforms.
- Subtle spooky sounds: laughter echoing, creaking ropes.
- Platforms move slightly unexpectedly.

Mid-Game: Funhouse of Mirrors

- Mirrors distort your image and the platforms.
- Reflections act independently, creating creepy yet playful puzzles.
- Switch between light and dark rooms; light = normal, dark = unsettling.

Tone Shifts

- Silly moments: exaggerated physics, rubbery animations, whimsical sound effects.
- Creepy moments: sudden silence, distorted music, shadow enemies, long empty corridors.
- Could even have hidden “creepy” endings if the player explores secret paths.