

For my independent project, I am really interested in making a multi-level platformer ...maybe around 8 to 10 levels

I want the player to be equipped with a sword and also have access to a projectile. As of right now, I was thinking something simple like the player pointing the sword and a beam coming out of it.

I also want the player to be able to interact with certain parts of the environment or maybe several npcs. I'm not sure how difficult it would be to attempt to code that.

I really want to work on animating the sword slash attack and idle animation. Additionally, I want to create an original soundtrack. Perhaps as a placeholder, I will put a song by toby fox but I still really want to work on creating 1). a catchy song as the main theme and 2). a cool final boss theme.

The projectile would be used more sparingly and the player would have to collect ammo scattered across some of the levels.

For the final level, I want to add a challenging final boss.

Depending on whether or not the player was killing every enemy they encountered, I want to add some different endings.

If the player decides to take the less conventional path of not killing every enemy, the enemies from the previous levels will come to help them in this final fight.

If the player decided to kill enemies but not to an extreme extent (not killing every single enemy), the final fight will be normal.

However,

If the player decides to kill EVERY single enemy they see, the final fight will be much harder.

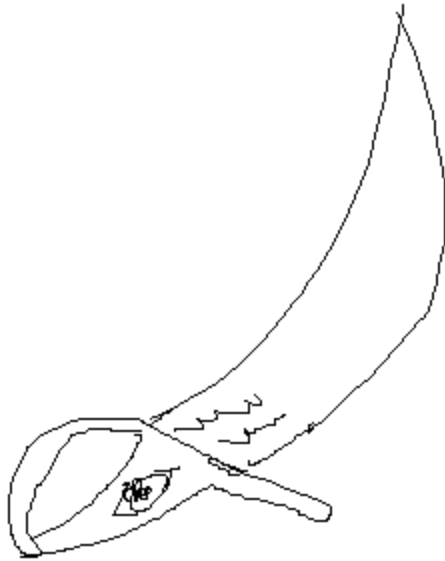
Story:

Protagonist: Anura

As a child, your mother Aria was mercilessly killed by a tribe of evil salugorias when escaping from a village attack. You now reside in a more distant village living a calm life with your father and younger brother. The day of the anniversary of your mother's death approaches, and you can't help but wander into the forest next to the village in order to relax your mind. As you look into the stars, you begin to hear a pulsing sound deeper into the forest. You discover the [insert blade name idk yet]. The embedding on the blade says "For the thirst of power, this blade shall succeed."

As you hold the blade, you begin to hear a voice in your head, "it's time, Anura."

"The vengeance you seek is possible"



Sketch of [insert blade name]

When the blade speaks to you, there would be a textbox with the eye of the blade.

You toss the blade aside and run home...

... but as if under a trance, you return in the morning, revenge crossed upon your heart as you make your way to your past home.



First biome (wet forest area)

-Vine mechanic?

-Mutant frog enemies

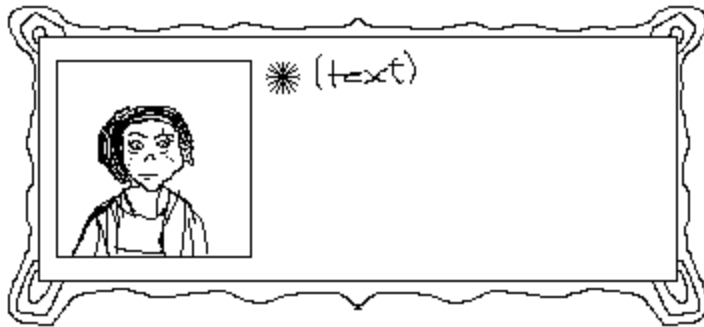
-typical swamp enemies

Slash **rough** draft

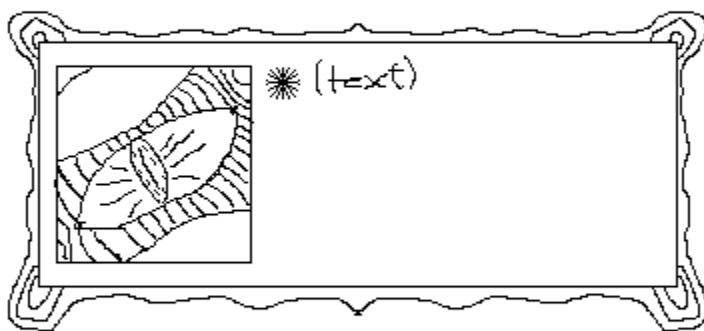


Textbox ideas:

Rough sketch of Anura speaking



Rough sketch of the blade speaking:



Perhaps Alphana is a cool blade name..?