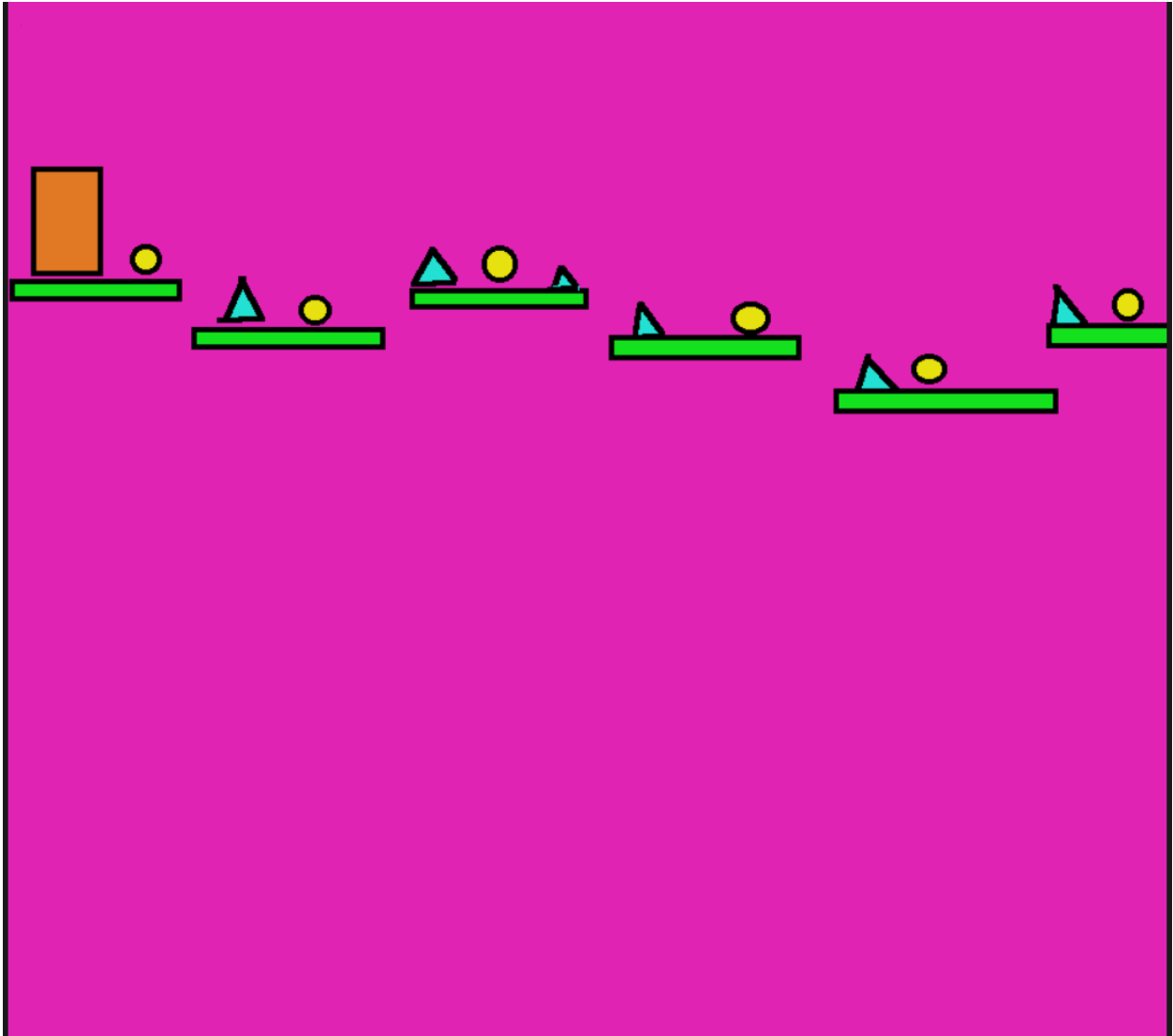


GAME DESIGN PROPOSAL

For my independent game I would like to continue with the platformer game. A character will need to collect a specific number of coins to win and will need to avoid the obstacles to win. AND if the person falls from the platform he has to restart again.



I didn't made the character just showed it with the orange color.