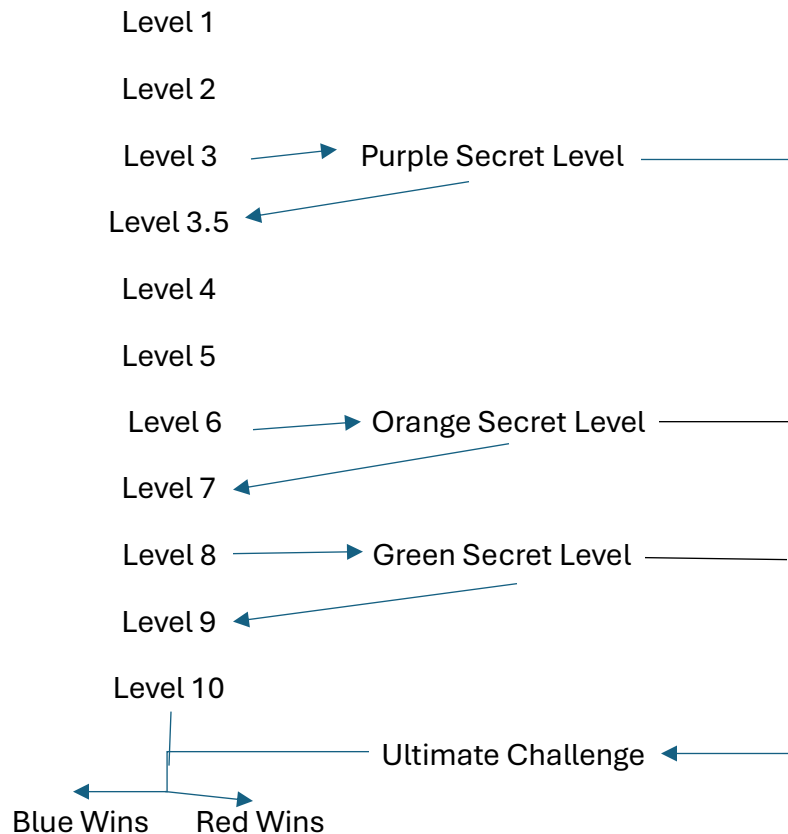


# Level Layout

If you add an idea level to this, please label it as an idea and elaborate down in the idea section.

If we add it, we will remove the label.



## IDEAS

Please make a category and elaborate on it or add onto an existing category. Make the category title bold.

**Yellow** : done trying to implement

**Purple**: working on

**Blue**: haven't started but planning on

**Red**: not gonna work

**Green:** done and added

*Did you read the instructions at the top of the ideas? Make a category.*

## **Power-Ups**

Some power-ups that you can use when you want to. Like maybe a inventory that you store them in and use whenever. Do they have an immediate effect or an effect over an extended period of time? Or both? How rare would they be?

### **Possible Power-Ups**

Common 15 num

- 4.super speed (1-15)
- 5.super jump (16-30)
- 2.one that teleports your opponent to you (31-45)
- 3.one that teleports you to your opponent (46-60)
- 8.spike/fireball resistance (61-75) and (76-90)
- Respawns the player(140-154)

Rare 7 num

- 9.death resistance (91-97)
- 12.checkpoint (98-104)
- 10.switch player position (105-111)
- 1.Flight (112-118)
- Steal opponents powerup (155-161)
- Double swap (162-168)

Super rare 3 num

- 11.Instant kill opponent (119-121)
- 6.open all doors in the level (122-124)
- 13.activates opponents first power (125-128)
- Turns off your opponent's jump (133-135)

Rocket (129-131)

Wipe opponents powers(137-139)

Infinite djump (169-171)

Legendary 1 num

7.instant win (132)

Time stop (136)

## **Boss Level**

Add a boss that forces the characters to work together. What attacks should it have?

### **Boss ideas:**

Yellow

Whatever is left of Green. Maybe he is like a big monster that has yellow chains to show that yellow is controlling him.

## **More obstacles**

We should add some more things that could kill you

### **Examples**

-Saw blade

## **Make beginning levels easier**

The tutorial level is apparently too hard, and the background makes the platforms hard to see.

## **More levels**

### **Level ideas**

## **Added things.**

Spikes

Character Selection

Secret Levels

Powerups

Pause screen and powerup descriptions

## Lore

Current Lore: There used to be 6 colors: Red, Orange, Yellow, Green, Blue, and Purple. But then they found some special Crystal. It gave immense power. Yellow, Red, and Blue all really wanted it so they banded together to take it. The other 3 colors wanted to destroy the crystal to keep the colors equal. There was an epic battle and sadly they lost. Orange and Purple were imprisoned in their own worlds and Green disappeared. As the Victors met, they had to decide who would take the crystal. They argued for hours but finally concluded that Red and Blue, the 2 more powerful colors, would race to see who would get it. Just as they neared the crystal it was snatched away by Yellow. He disliked how they had prevented him from a shot at the crystal, so he just took it anyways. With his newfound power as Gold, he muddled their minds and set them in an eternal loop, racing to get a fake crystal.

### Lore Ideas

Maybe it should be possible to escape to the “real world”