

Untitled game jam game GDD

Game Loop:

- blocks fall from above at random, rate increases with the difficulty over time.
- player is a frog (i just felt like it) and can move left right/jump
- if a block lands on the player it's game over, cruel animation and screen shake
- if the player escapes the level by getting to the top you win / go to the next level
- blocks pile up and you can jump on them/up to them
- there are some pickups that occasionally spawn, power ups like double jump, celeste style dash, or invincibility for a couple of seconds

Additional gameplay:

- different blocks have different properties, some are trampolines, some disappear / break after a few seconds when you stand on them, some are lava, and some are slippery. and of course you have the normal one

Sound Effects:

- jump
- block landing
- trampoline
- death
- block crunching
- power up
- wall jump
- hurt