

Game Genre: Platformer

Game Inspo: Yoshi's Island, Super Mario World

Levels:

One above ground

One underground level (go through mausoleum)

Weapon:

Candy Bucket (throwing various types of candy)

End Goal: reach the end of the graveyard

Visual themes:

Halloween

Haunted

Graveyard

Spooky

Enemies:

- Spiders
- Skeletons
- Ghosts
- Bats

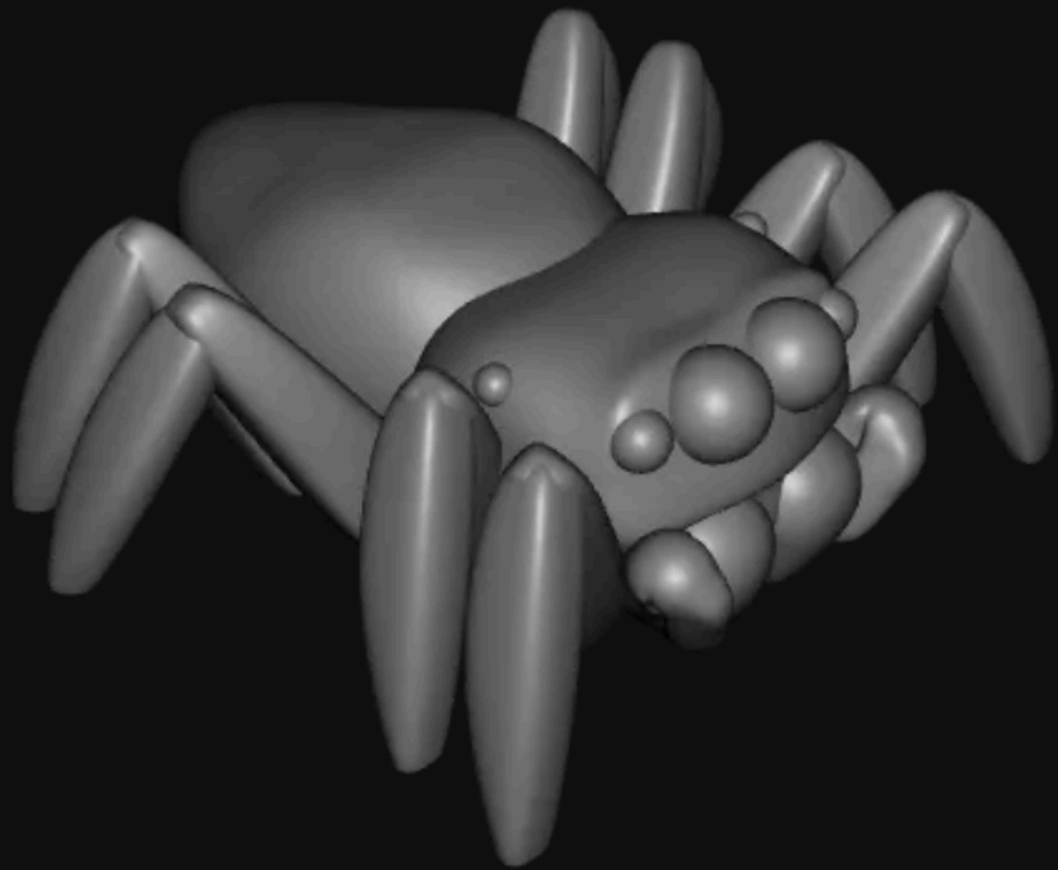
Character Motions:

- Jump
- Shooting Candy
- Ducking?

Health Bar System

Candy Level System

Spider enemy



Candy Bucket (to hold candy bullets)



Ghost Enemy



Candy Bullets

