Design Brief

You are required to design, develop, and publish a video-game. The game must be 2D in nature but can extend to 2.5D like such existing games as Little Big Planet. The game must run on Windows Machines, but it would be beneficial for it to run on Apple Macs and Linux machines. The game must use some sort of save file in order to record the player's progress. The game must also include accessibility options and be balanced in such a way that it is fun for all players.

You must complete the development of the game alone, but are permitted to take on testers to garner feedback on how the game plays.

You may use any language or framework you deem to be suitable but you are not permitted to use an established games engine.

The game can be of any length but it is recommended to keep it simple. You may take inspiration from other indie games in this regard.

Neither microtransactions nor loot-boxes are permitted in the game but it must have some sort of progression system.