Picking a Final Idea & Refining It

Because of the comments I received, and the good points outweighing the bad, I am going to move forward with the **Pogo Fello'** idea.

Alterations and Additions:
- There will be hints on starting levels and levels where new mechanics are introduced.
- Completing one level will unlock the ability to play the next level.
- The keys A and D will lean the character to 30 degrees to the horizontal. Q and E will lean the character 60 degrees to the horizontal. W and S will move the character forwards and backwards between planes whilst airborne.
- Leaning in the air can affect momentum / velocity, i.e. there is some aerial control.
- Any surface can be propelled off, including vertical ones but not overhanging ones, i.e. wall jumps are possible.
- When on a wall, the character will slide down it (at different speeds depending on the slope, maybe not sliding at all on shallow slopes)
- There could be different surfaces like a slippery one (see: ice or orange gel in Portal 2), a sticky one where sliding is not possible, and possibly others like a breakable one.
- There are / will be hazards in the level that result in instant failure.
- There may be checkpoints in longer levels so that failure isn't as much of a set-back.
- Pogo Fello' is a posh sounding name, so the character should have a hat. The hat can be lost by travelling too fast or landing poorly. If the hat remains on at the end of the level, a bonus point is awarded.
- An extra hat can be found within the level. Finishing with both hats gives the player 2 extra points.
- Finishing a level earns the player a point. A maximum of 3 points is awarded per level due to the aforementioned hats. A level can be completed multiple times but no extra points are awarded for completing the same tasks within it again, whereas completing new tasks will award more points.
- Points can be spent in the cosmetics shop. These include colour palettes for hats and pogos - this idea can be expanded during development.
- The player can purchase upgrades in a different shop. These will increase jump height, allow more freedom of movement when it comes to angles, etc. However, the game should still be possible to complete without purchasing any of these items.
- The total number of points up for grabs in the game should slightly exceed the number required to purchase all cosmetics and upgrades.
- A score is awarded for each level. The score is separate from points. It is only used for scoreboards / comparing with / being competitive with friends / other players.
- Tricks can be performed throughout the level, however they can only be performed once at each obstacle this is to prevent score farming, as tricks count towards the score for each level.

- The time taken to complete the level also affects score. Score = x / time + trickScore; where x is a balanced constant for each level.
- There are power-ups within levels that last for a certain amount of time within that level; for example a painting tool that can be used to make surfaces sticky or slippery.
- There will be a UI element to show which plane you're in
- Needs some kind of story element - mad hatter making deliveries
- Flowing hair / beard - pick gender of character
- Companion? Cube??
- Music and SFX - what style?
- Mobile enemy hazards