Multimedia assignment

1.1

**Title**: CoinCatcher

**Intent**: Collect all coins to pass the level, levels get harder and harder and more obstacles are present

**Audience**: Any age and anyone that likes platform games would be perfect, doesn’t require any skill just having fun and pass the levels

**Key Tasks**:

|  |  |  |
| --- | --- | --- |
| Task 1 | Find sprites and backgrounds | 1 hour to 2 hours |
| Task 2 | Create game and think of level ideas | 2 hours to 3 hours |
| Task 3 | Implement levels and events | 3 hours |
| Task 4 | Create movements for the player and balance speed and jump strength | 2 hours |

**Resources**:

I have used different sounds for the player when it hits a coin and the score increases and a sounds when he loses points from the score.

Sounds when the player dies and wins the level.

Animations I have used are the behaviours of the player and the enemies, sine wave behaviours horizontal and vertical also solid and fall through behaviours for the blocks in the game to make the game a bit more tricky.

Exhaust table:

|  |  |  |
| --- | --- | --- |
| Test item | Test Action | Action |
| Player movement | Press W | Jump |
| Start button | Click | Starts game |
| Instructions button | Click | Go to Instructions |

**Behaviours**:

The player has a platform behaviour this means is able to walk and jump inside the game and the block where the player can jump are with Solid behaviour and cant pass through however some blocks are with fall through behaviour and are the hard part of the game.

I also used Sine Wave for the coins and mnsters to move and make it harder for the user to pass the level.

I could use the Bullet behaviur to attack the player and slow him down and lose points and also implement inviable obstacles that are solid and make it harder fr the user to pass the levels.

Flowchart:

