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**:

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| 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.