**Project Planning for Final Project Game Demo**

**Basic Scope**

Taking what was learned throughout the course of this class, there are a few things that were utilized. Interaction between objects, projectile systems, and health systems. This final project will delve into a lot of these items, as well as involve a properly functioning UI system to follow the health and whatever else needs to be done.

For the most part, the game will be on a 2D plane, and will still feature a lot of the interaction features. There will be a considerable amount of assets worked on to make sure there is more than the bare bones of a project. The main idea for it is to be a Jetpack Joyride-esque game with some inspiration from Doom added in.

**Goals**

* Create a game that implements features from past projects.
* Ensure the game presents as a portfolio piece that stands out and is able to be used for future employment consideration.
* Create an accessible Github repository for the project and provide assets.

**Features**

* Combat mechanics that are more complex than previous projects.
* Enemy AI that can use projectiles to shoot at the player.
* Destructive objects that will act as obstacles.
* Fully integrated UI for player stats and enemies.
* Create a score system and counter for different pieces.
* Make a fully functioning UI and button system.
* Add settings and a pause system.

**Basic Idea**

The game will reflect Jetpack Joyride in nature, and will feature a combat system similar to Doom, but it will ultimately be translated to 2D.