**Concepts:**

* **Layers**: Use layers to hide colour coded features.  
  **#0 - 5**: *Colour coded layer*, where all the interactions between sprites and the background happen.

**#6- 10**: *Pretty background layer*, a cliff moving skyline can happen with a moving background on layer 6 and the stationary layer on layer 7.   
Layer 6: Non – Stationary Background  
Layer 7: Stationary Background   
**#11 – 15:** *Ground Layer*, where the sprites interact on, where you will see the player’s sprite and other NPC sprites.  
**#16 – 20:** *Above Layer,* what would be over the sprites, like a cloud’s shadow for example?

I left extra layers in between in case I might need them to use.

* **Colour Coding:**
  + **Pathing:** Can be set to a colour that an AI routine could follow.
  + **Collision:** When the player’s colour overlaps another, something occurs. (Stopping for example)
  + **Borders:** Offshoot of *Collision* in where it marks the boundaries.
  + **Triggers:** When the player goes intercepts the colour. Something occurs story/game wise.

**Prototypes:**

**Completed:**

**Not Completed:**

- Need a function to check for colour intercept. (**Reads the colours**)