Submission Doc:

Features implemented:

* Character movement with WASD (Works with controller too)
* Pickup system
* Player score on UI
* At least 5 pickups in the level
* Level boundaries
* Conditions for finishing the game
* Basic SFX for picking items up
* Basic start menu

Proposed improvements:

Because I could only spend a small amount of time on this challenge due to other work commitments, there are many things that would have been included / implemented more thoroughly.

* More advanced menu system including a pause menu and game over / win menu
* In game or menu background music
* A more nuanced game loop of collecting all pickups within a certain amount of time while not getting ‘hit’ by any enemies; hitting an enemy would result in you losing pickups you have already collected (Similar to ring mechanic in the Sonic games), if you get hit with no pickups collected the game is over.
* A nicer looking ‘end zone’ incorporating using a key to complete the stage instead of just simply entering the zone.
* Including different pickups with different effects. For example one pickup could be to add time or to slow down the enemies in the stage.