This prototype will be on 2D Platformers

# Research

* Follow the Written Task to research and write about three 2D Platformer games and their mechanics

# Prototype

* Create a prototype on the main Game Mechanics researched
* Find at least two external resources to use as reference. This can be a tutorial or an example
* Use the Handouts to create a prototype 2D Platformer
* Expand on the prototype if you have time

## Image Editing

In this assignment you are required to create images that can work for the Web. The file sizes needed for the web work perfectly fine for Computer Games too, so your images will be shown in the next few prototypes

1. Make a copy of the environment Tileset
   1. Note that every tile is a specific size
2. Find some new tile images and add them to the tileset
3. Make sure they are re-sized to the correct size
   1. Don’t scale up as that looks bad, find a larger scale image and shrink it.

# Report

* Follow the Written Task to write a report on how the Prototype went