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Game Programming 1: 420-141-VA

Fall 2020

Laboratory 8

## Part 2

1. My game is sort of a platform game.
2. There are three columns of ladders placed side by side, the character must climb the ladder and avoid getting hit by boulder falling from above. The character is of a neutral gender.
3. The goal is to survive and collect 50 gems.
4. Character wins when the collect 50 gems and loses after getting hit by obstacles 3 times.
5. After a few stages, boulders fall faster and multiply, making it harder for you to collect the gems.
6. Inspired by: Donkey Kong, Minecraft, Temple Run 2 and Subway Surfer.
7. I am looking for someone with good communication skills, someone who is not afraid to criticize my ideas, someone patient and open-minded. Also need to have a basic knowledge of coding.