Basically, we did more than we planned in the proposal.

We already added the obstruction(fires) and health points in milestone2, so we are ahead of our plan.

We added platforms(grounds) in this milestone. Platforms are in the air, player can jump onto the platforms and move on the platforms.

We also added blue jump balls, when the player collides with the blue jump balls, press “f”, the game will pause and an arrow will show up. Users can use up key or down key to adjust the angle of the arrow, and press “f” again, the player will be ejected on the direction of the arrow.

We also added golden balls, the player needs to collect all golden balls to pass the current level.

We also added fire ball, when the player collides with the fire, a fire ball will jump out, and the fire ball will bounce when it touches the ground. The fire ball is used to simulate the non-linear motion.

We also added a red cross polygon, which is used to improve the health points of the player.

We also have physics, collision.

We also added a start menu.

We also updated the user tutorial.

We also added HP bars, which shows the current health points of the player and the enemies.

Overall, I think it is a good one.