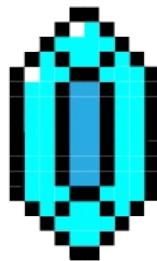
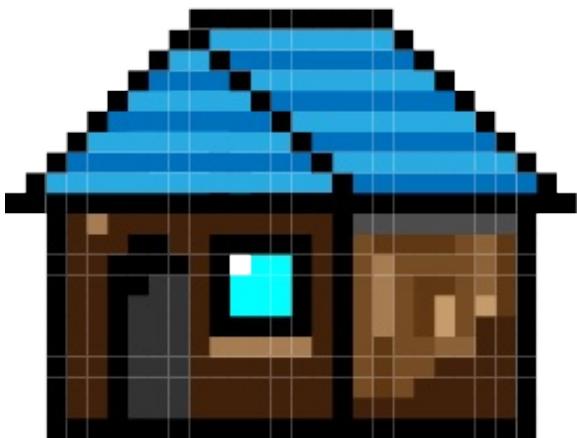
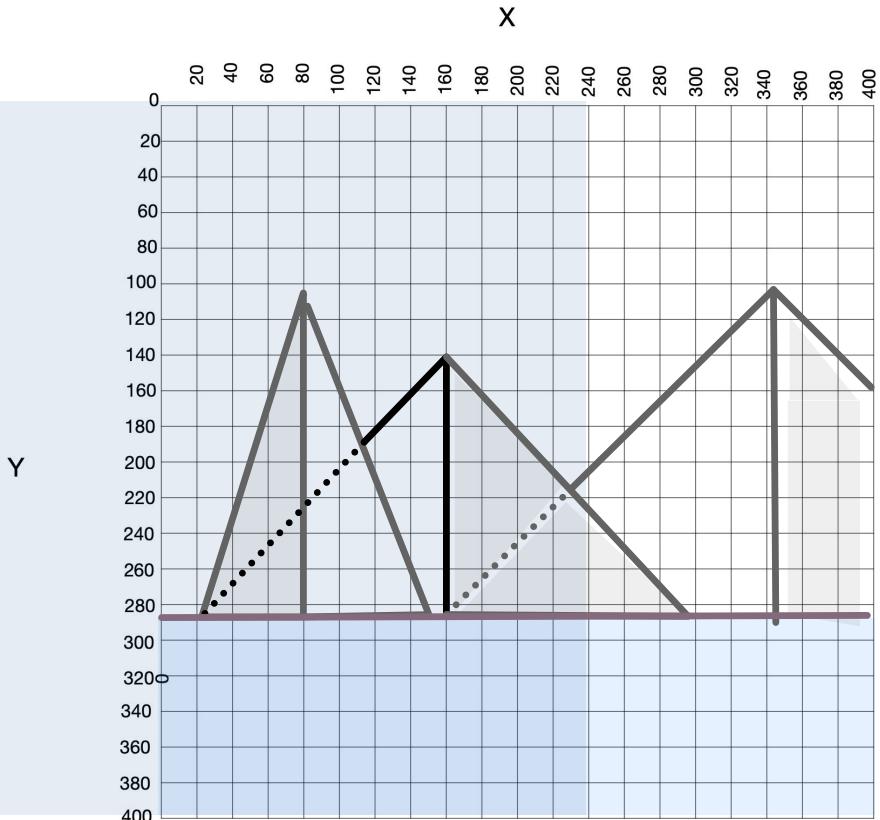


Png.Assets



Level 1 BG design



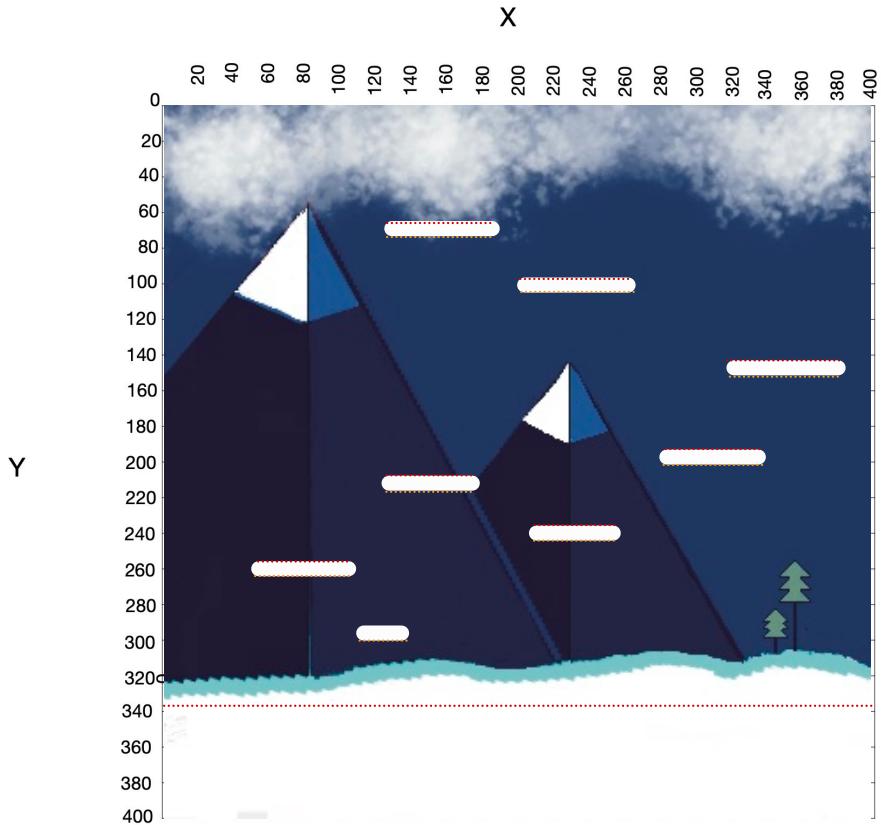
- draw 1 blue rectangle for foreground colour
(fill Blue)
- draw t triangles to simulate mountains
- draw 2 lines to do the last mountain
- Draw a line to define the fore/background
@ Y:290

• • •

Collision for landing platforms and ground

• • •

Allow player to go through bottom of platform

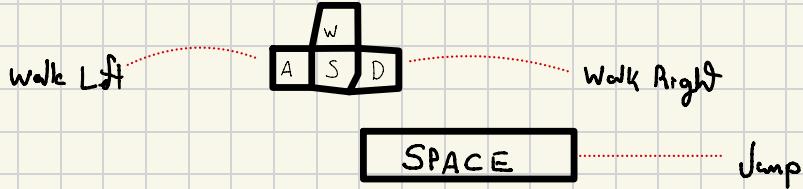


Assignment 2 : Log

- Game is going to be a platformer

- Variables:
- Stage # (middle-top)
 - Platforms (randomized?, fixed?)
 - Gems Counter (right-top)
 - Gems on platforms for collection
 - 3 Hit points (left-top)

input: use keyboard keys to control Lateral Movement + Jumping



Collision: platforms can collide with sprite from top but allowing phase-through on the bottom

Enemies: deduct 1 Hp from player if collision occurs

- Simple AI → follow character