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Title: Java Platformer Game (Moodle Jump)

Description: A sprite based platformer, in which the user tries to attain the highest score. Players will jump between randomly generated platforms, gaining points as they go. Items will be randomly generated as well, some which will help the player, some which will hurt.

Platform/Environment: Eclipse (?)

Programming Languages:

Language	Michael	Samuel	Dylan	Ian
Java	Intermediate	Intermediate	Intermediate	Intermediate

Functionality:

- Randomly generated platforms
- Randomly generated items
- Running point tally on screen
- Increases difficulty as player rises
- Ability to input names into High Score Leaderboards

Stretch Functionality:

- Customize avatars
- Create difficulty levels
- Port to Android
- Port to IOS