

Ebony Proskow

Sprite Animator and Behaviour Designer, SplatterMonster

I will be in charge of creating sprites and enemies, drawing and animating them, and determining their behaviours. My classes will be Player, Enemy 1, Enemy 2, and Enemy 3.

Our game will be an aerial side-scrolling game where the user will control the player with the space bar to help it fly over and through obstacles (pipes and stones) without hitting them. When it passes through or over pipes, the player's score will increase.

There will be extra gems and stones in the game, the stones being obstacles, and the gems affecting the gravity of the player when it touches them.

The three types of enemies will chase after and shoot at the player. The player can shoot back at them.