

2D Game
Brndon C.
Speedrun
game

Game window

Bound

1/3



Bound when player hits right bound, move level by
to Left, stop player move
when player hits Left bound, stop movement
entirely

Spud Runner?

Spud Rush?

Move Level by

&

more times



Keep Count of scenes as before.

#0 Splash

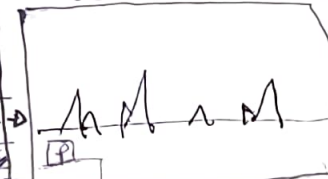
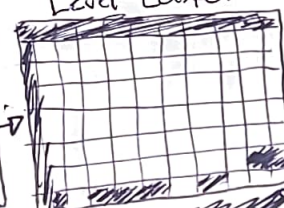
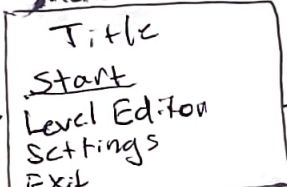
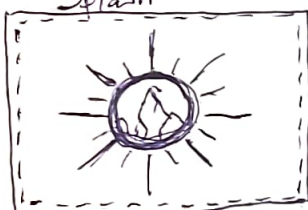
Scenes

Menu #1

#2 Level Editor

Level one 8 screens

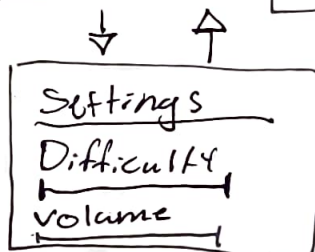
Mountains



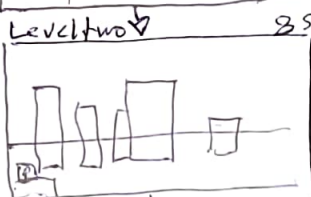
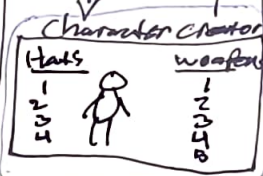
2 screens Buildings

Overlay Rect. A
starts at 255
fades to 0 then
back 255

This worked,
Added Ambient
Sound effect



Issues with
Sliders, Removed



8 screens night



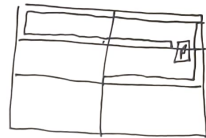
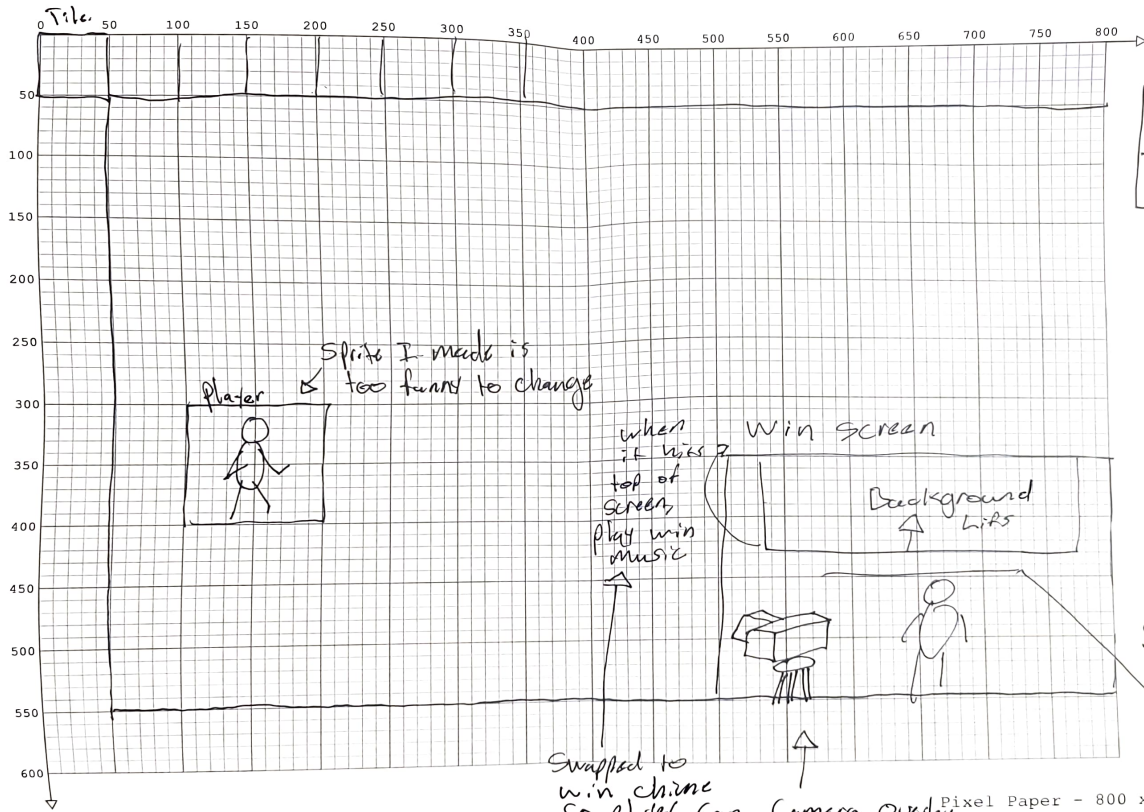
16 screens Long Speed
(Godgention)

Issues
with tracking

Revisit
This



Handle this Logic
together to keep Audio
Persistent



As player moves up/down Left/Right, move Level app.



This doesn't work well with gravity!

Change to Sidescroller

Added gag text

Slud Rush

