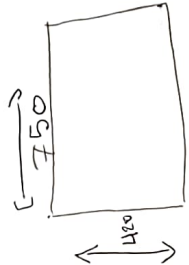


Contra First Level plot

1. Let this main screen working, then expand



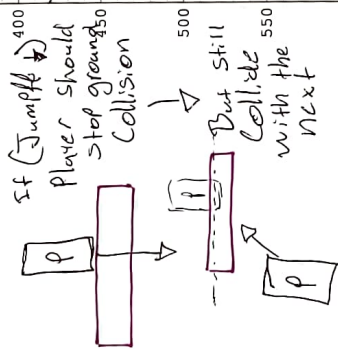
Window Size

Background

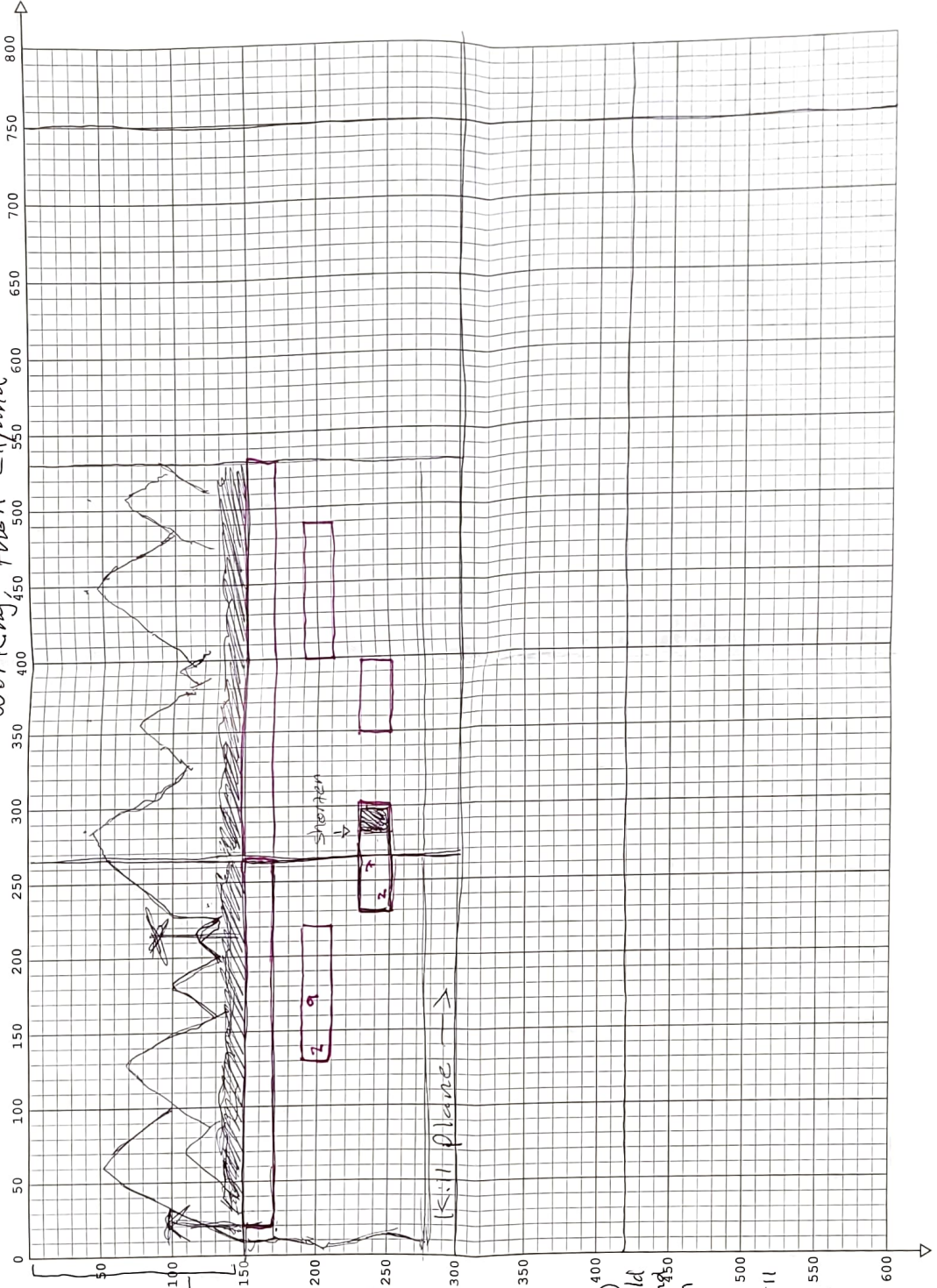
Main Line

→ Walkable Platforms

Sprite



If Player Jumps through floor; Player should collide with plat top



Random Collisions

Sling Shot doesn't
function properly



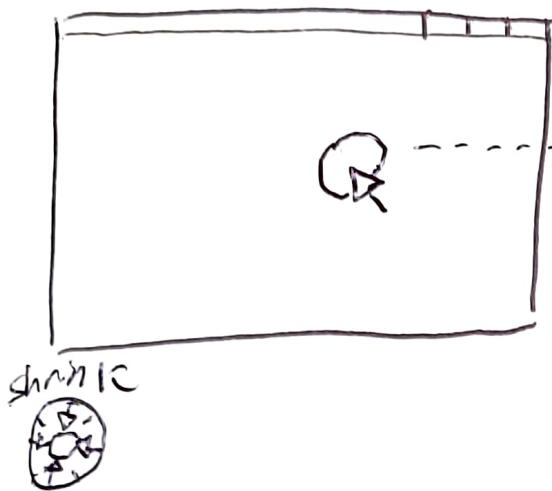
Bowling type
game instead

Drawing
A stretched
rectangle is
impossible?

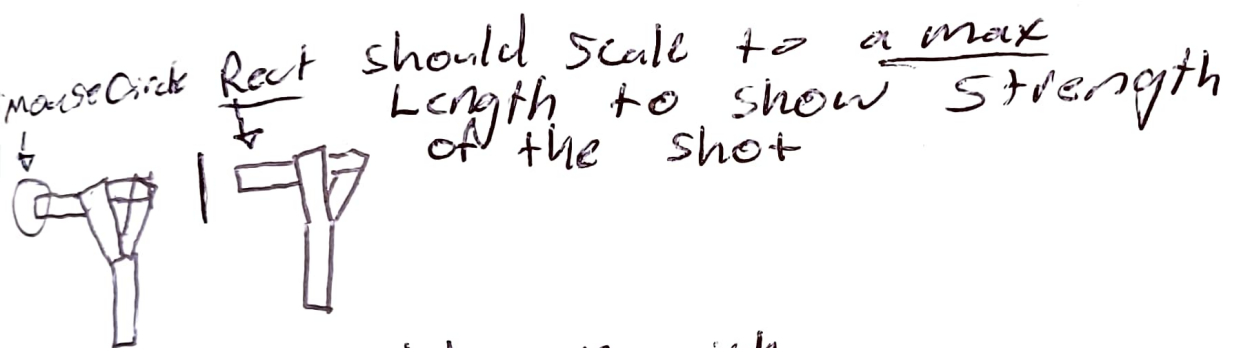


use polyline
for string

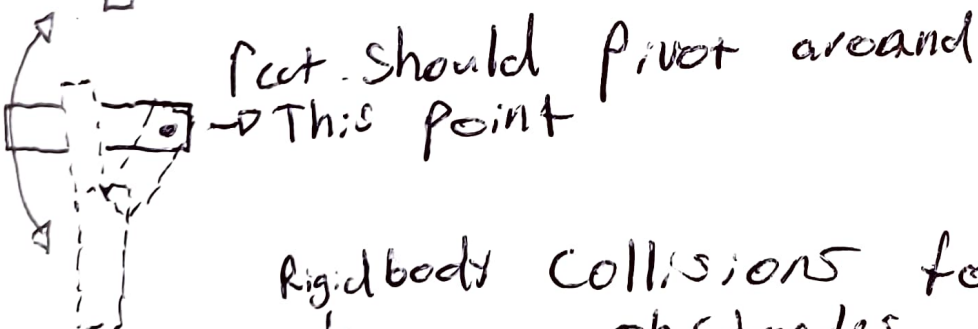
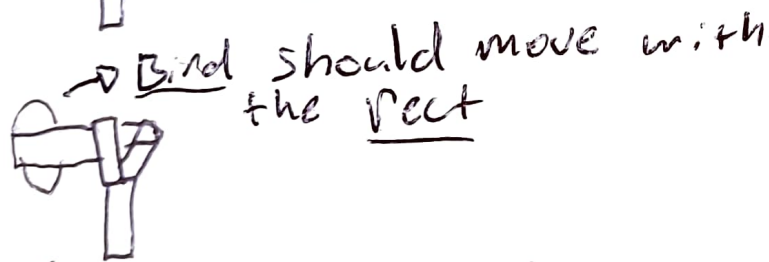
Angry Birds Clone



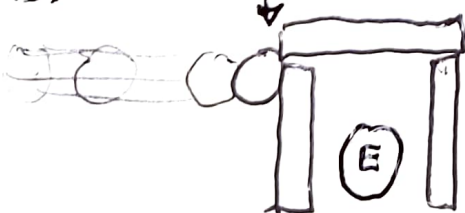
Circle follows mouse position, should indicate when the left mouse button is clicked

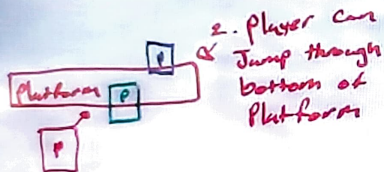
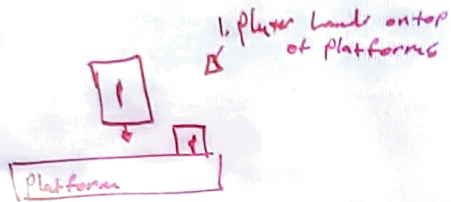


Rect should scale to a max Length to show strength of the shot

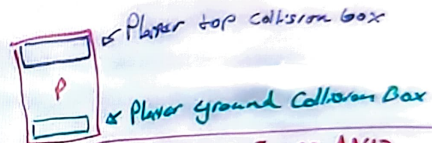


Rigidbody collisions for obstacles



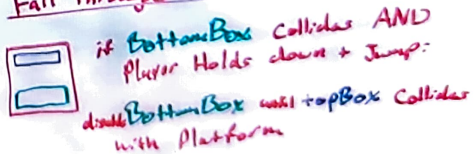


Jump Throughs



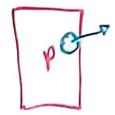
If Player Jumps AND
top CollisionBox Collides with platform
disable BottomBox

Fall Throughs



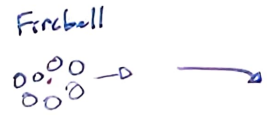
if BottomBox Collides AND
Player Holds down + Jump:
disable BottomBox until topBox Collides
with Platform

It Player Shoots:



Instance bullet at playerPosition
with an appropriate amount of Velocity
towards wherever player is facing

Get facing from Last button
Pressed / Active Sprite



on pivot