# Plan

* Think of story
* Draw basic textures
  + Write a list of required textures
  + Draw
* Code prototype game
  + Design one level
  + Code actions:
    - Movement: Arrow keys or WASD
    - Jump with weight: more weight – lower jump height
    - Pick up weight or drop weight: If near weight and can hold it: Pick up weight. Elif holding weight drop it.
  + Splash screens
    - Title screen
    - End screen
* Document post-prototype ideas
* Create report. Include:
  + Research
  + The prototype game
  + Post-prototype ideas
  + Reflection