

An rpg style game

Exercise 7 - Project 3 prototype

Thoughts:

I've been interested to see if I could program rpg style game for quite some time because I've been scared to pull it off due to my lack of understanding of programming.

Description:

The game's level are in side scrolling platforms where usually the player has to move from left to right of the platform but I want the players to reach to top like mountain climbing. I haven't thought of the story yet for this game but what I'm planning to do for this exercise, is that it have one level where the player will have to reach to the top. I want to make some falling snow too.

Initial Ideas:

For the technical approach on how I will build my program, it will be just standard programs. Using a huge drawn background with snows falling as arrays. The level will be separated into sections from a long drawn background. There will be a class for the character controlled by the player. I'm going to add jumping sounds, wind sounds. There will be images drawn by me.



