

## CSSE 120 Pygame project

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We plan to make a platformer for our game. One in which the player will try to get from point a to point b without dying. The player has a choice of different characters. For example, a warrior, archer, or a mage. There will be enemies trying to stop the player from reaching point b so each character has certain abilities that can kill enemies or prevent the character from being killed. There will be 3-5 levels that the player can play. We will keep track of which levels the player has completed so the player can jump to certain levels as they wish as long as they have unlocked that level.

Updates for final draft:

We were thinking that we would have the character move left and right with a jump using the arrow keys. We want to be able to have a moving screen. Similar to mario.

For abilities we were thinking that one character could have a sword, and another could have a bow and arrow, and another could have a magic bomb. Adversaries can move and could possibly have similar abilities to the main character.

For enemy movements, they should have movement patterns similar to the enemies in mario.

We will probably plan to make a character with the sword ability and then if we can we will expand the abilities.