

How do I want to implement
collision

Depending on what i get
game wise collision on

objects
Platform

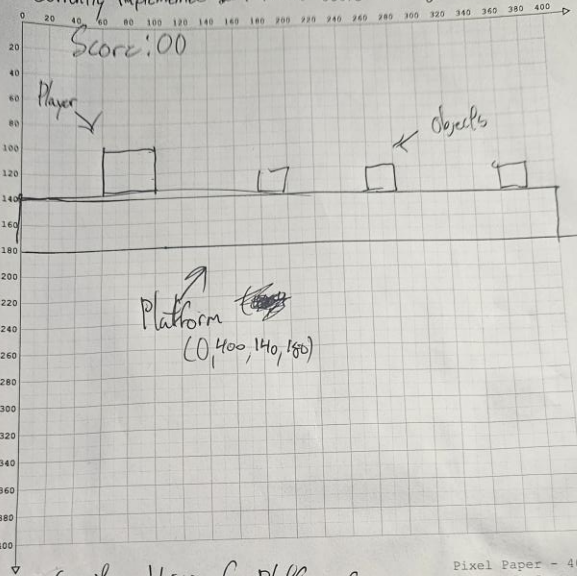
Sound effects

Jump only

Assets? if have the time
try to make some assets
for extra

(goes up)

Score fills up every second player is alive
currently implemented as: Resets score next game over screen



Create collision for Platform for player
to stand on, also create platform
add objects and give them collision

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates