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PROG2370: Game Programming with Data Structures

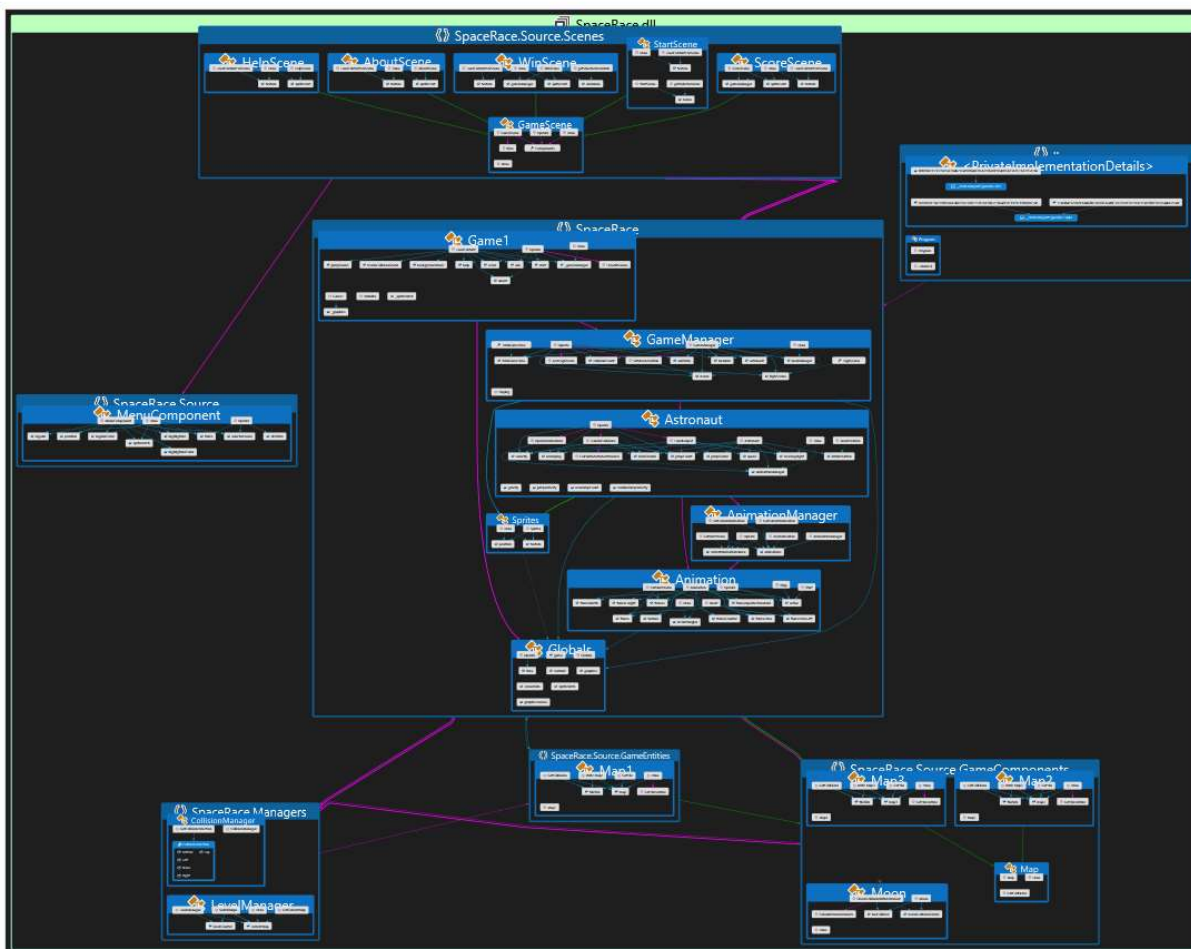
Final Project

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Space Race

Space Race is an 8-bit style 2D platformer where you (the player) play as an astronaut navigating their way through several areas (levels) throughout the cave planet that they landed on. The cave planet is an abandoned storage facility which is why there are platforms placed throughout for navigation. The farther into the cave planet the astronaut goes the harder the platforming becomes with less and less “safety nets” to help if the astronaut misses a jump without restarting from the bottom. The objective is to collect a mini planet in each area the player reaches. The planets were left behind in the evacuation of the planet and need to be recovered and kept safe.

The features of space race include double jumping, and item collection (ex. Collecting the planets in each level). The double jump helps the player navigate the levels with some forgiveness. The item collection is what is used to switch between each level, for example when the astronaut picks up the planet by running into it the level will change and reset the position of the player as if they are climbing up to each level.



Reference to the resources used.

<https://mattwalkden.itch.io/>

<https://www.mattwalkden.com/>

<https://pixabay.com/music/search/8-bit/>

<https://www.dreamstime.com/bit-moon-pixels-pixel-art-vector-illustration-image222374568>