

Dead Memories (Trex Runner Clone)

1 Second = 1 Point

High Score 00000

Every 500 Points = Dialogue

- "Why do you persist?"
- "It's easier to let go"
- "Join us"
- "Forget everything"
- "Let nothingness take hold"

750
250
775 (?)
300
575 (?)
300

MUST BE DECLARED
AS COLOR

Colour changed
to Dark Grey

can jump w/ space.

eyes removed

constantly moving
right

Square has
been moved up

eyes
removed

eyes removed

= changed
X = removed

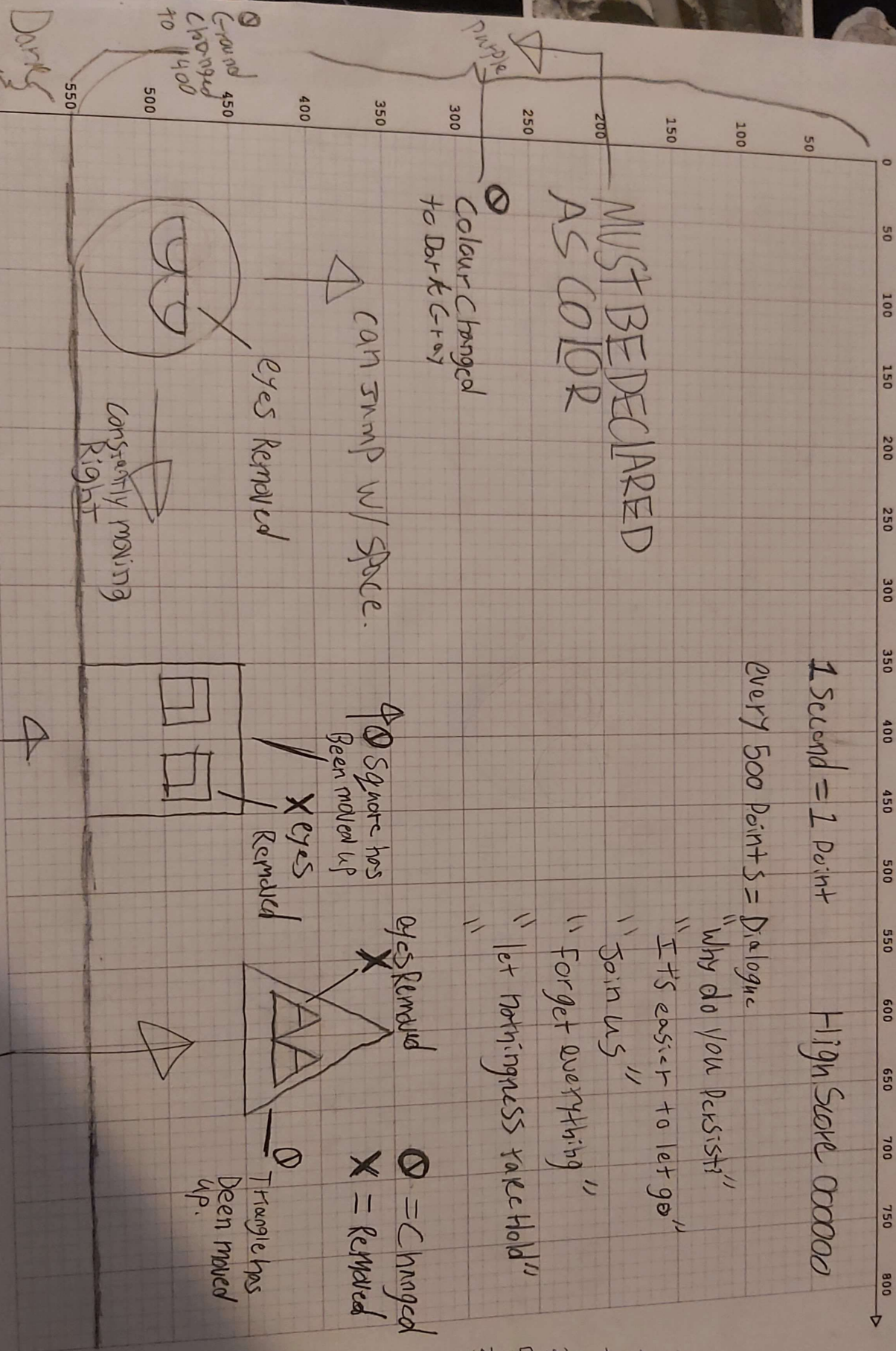
Triangle has
been moved
up.

Obstacle 1

Obstacle 2

Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates

Dark Grey
Colour changed
to Black



Things to code

Classes

- Visuals (Circle Character, Square Character, Triangle Character) ✓
(Ground) ✓
(Sky) ✓
} Heights adjusted
- Collision (Circle collides with Squares & Triangles)
- Jumping (Circle jumps when ever space is pressed) (Will need Gravity)
- Point Counter (1 second = 1 point) (ends when circle collides w/ something)
- Dialogue (Appears every 500⁽³⁾ Points) (Might be less)
- Constant move ment to the Right.
- Game over (Appears if circle collides w/ something)