Game Name

Your Name  
Date

**Overview**

Block Control is a 2D puzzle platformer which uses colours to represent actions that can be applied to the environment, for example, in order to climb over an object, the player must use red to rotate an object. The active colour will be generated randomly out of 4 different colours (Red - Rotate, Green – Invert gravity, and Blue – Push, Yellow - Pull). The colours are shot as a projectile out of the player and only apply to the first object it hits, the affected object will then be painted in that colour, disabling the same colour from being used on it until it is painted another colour. The goal is to reach an objective in the least amount of actions taken.

**Input**  
AD – Movement

Mouse – Aim / Shoot

Space - Jump

**Implementation**

Show your class diagram

Show your sequence diagram (label it - what is it showing?)

Show your state diagram (label it - what is it showing?)

**Milestone 1**

List the bare minimum features of your game that you will aim to complete first.

**Milestone 2**

List the rest of the features of your game.