



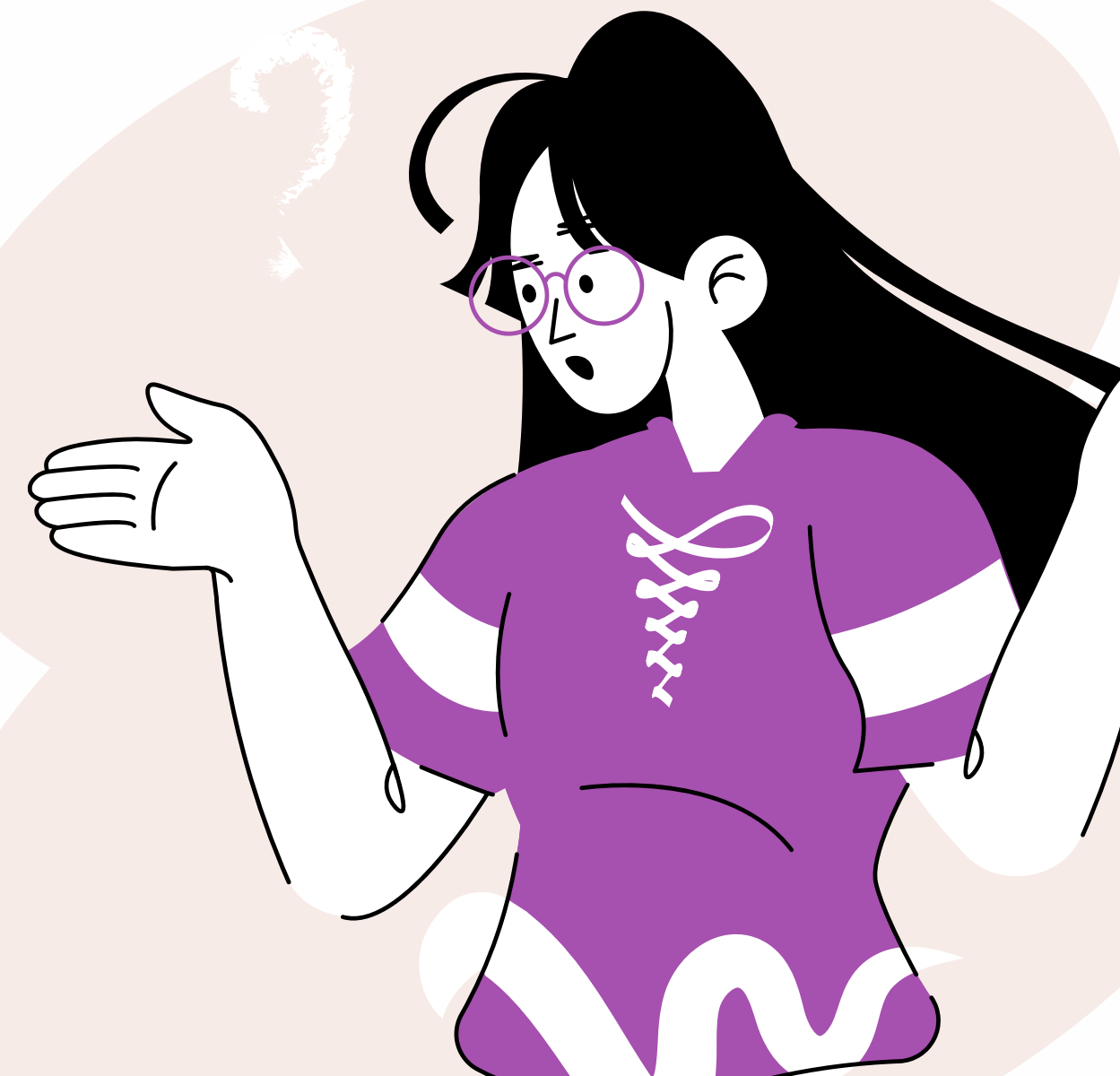
GAME OBJECTIVE

Develop a 2D side-scrolling
platformer game.

Player controls a character
from the start point to the
end of each map.

Complete 3 levels with
increasing difficulty.

Defeat the final Boss in
the third level.

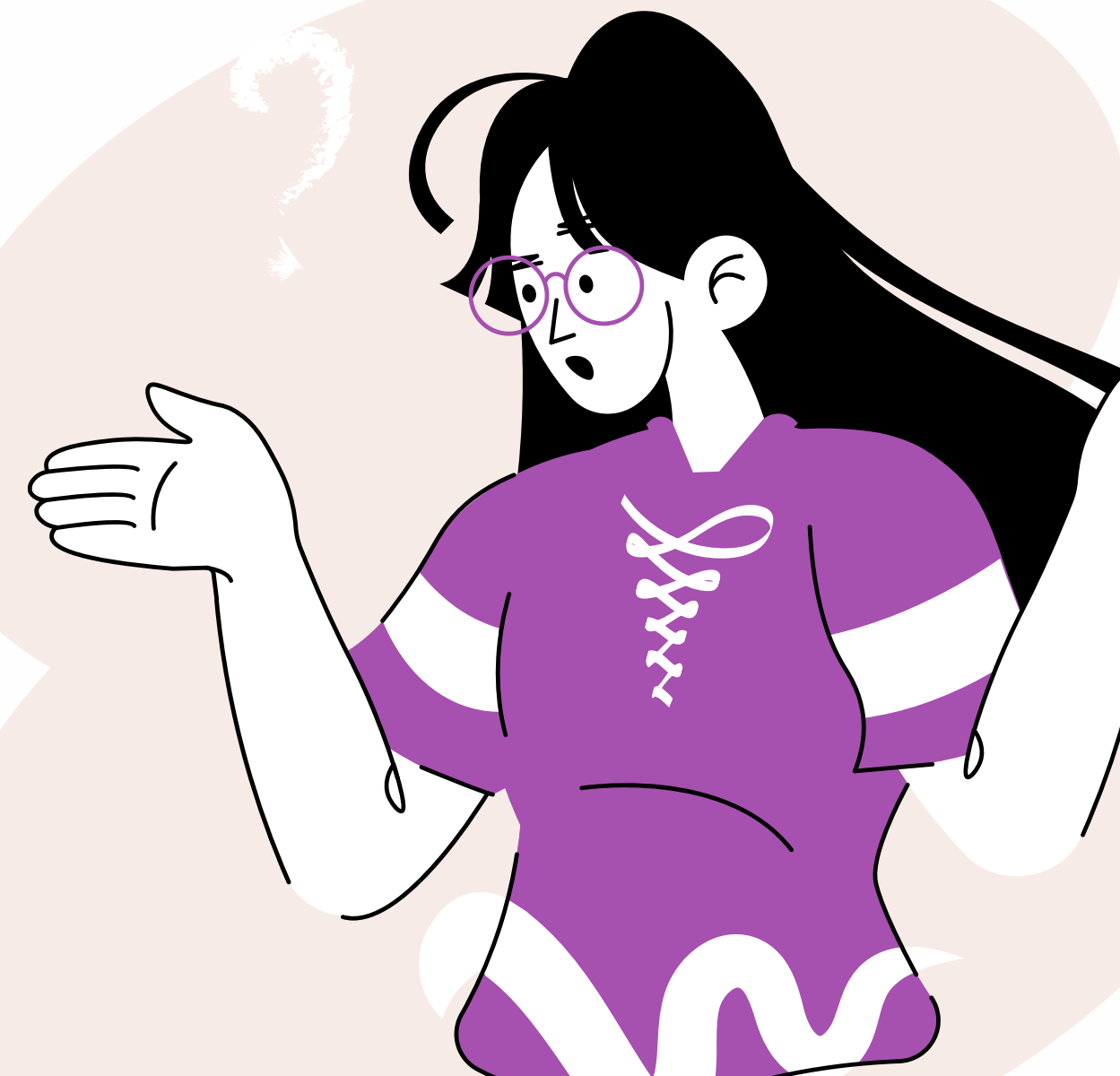


GAME STRUCTURE

3 Maps representing 3 levels

The camera can only move forward or remain static (no backward movement).

Each map includes different environments and challenges.





GAME OBSTACLES



Deep pits – falling results in losing a life.


High obstacles – require high jumps to overcome.

Shooting monsters – fire projectiles the player must dodge.


Low obstacles – require regular jumps to avoid

Moving monsters – cause the player to lose a life on collision.

Boss (Level 3) – must be defeated to win the game.



GAMEPLAY MECHANICS



Controls: Move left/right,
jump, shoot.

Player loses a life if falling
into pits or hitting
obstacles

Boss has health and
unique attack patterns.



THANK YOU FOR PLAYING

Thank you for your attention and
amazing memory!