PA8

Inspiration:

Zelda

Pokemon Red

Megaman

Movement:

Keyboard:

Left

Right

Up

Down

Forward & Back?

Input:

Arrow keys

A-S-Z-W ?

W-A-S-D

In program:

Targeting:

Mouse controlled

Left click = fire / use

Fire as an object that can collide and miss, fixed damage on collision

Environment:

Loaded on startup

Invisible object barriers.

Platforms

Bridges

Several screens in size

One map, teleport between areas

Enemies:

Simple moves

Position trigger

Some will move towards player

Character object with some AI

Boss:

Multiple simple moves

Will move towards player

Derived from enemy, different or same textures

Higher Ai, can maybe block.