# [Final Project]

# [Game Overview]

This project is a platformer made with HTML5 and Javascript. It centers around a ninja frog going through a variety of levels with the goal of helping me graduate.

# [Team Personal]

Lead Programmer – Ian Wilson

Lead Designer – Ian Wilson

Lead Artist – Ian Wilson (and random art I found online)

# [Plot and Setting]

Plot – A young man has to make a game to graduate and here we are.

Setting – A hilly area.

# [Core Gameplay]

The gameplay will center around standard platformer mechanics (running and jumping) and will feature multiple enemies and powerups.

# [Characters, enemies, and powerups]

Characters and Enemies –

Ninja Frog

VR headset man (walks back and forth)

Vodoo mask man (shoots at intervals)

Pink Finn from adventure time (teleports around the level in a pattern)

A kiwi that makes you jump higher

An apple that makes you move faster

A banana that gives you a shield worth one hit

# [Interface]

The player will use the left and right arrow keys to move left and right and the up key to jump. Jumping on enemies kills them and hitting them any other way will kill you.

# [Menu and General Game Usage]

The menu will have three buttons from which the player can go to any of the three levels. After either completing a level or failing the game will send you back to the menu after a set amount of time.