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COSC 3550

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COSC 3550 Final Project Proposal

This final project is a game inspired by the Kirby franchise. It is a 2D action platformer with combat mechanics. Its levels consist of the standard Kirby level formula: get to the end, defeat a strong enemy, and finish, akin to Kirby’s Dreamland on the Gameboy.

**Implemented Features:**

* Basic Player Movement
* Basic Adjustable Block Platforms
* Moving Platforms
* Level Hazards
* Interactive Enemies

**Features Yet to be Implemented:**

* Enemy Behavior
* Knockback
* Boss Enemy
* Collectibles
* Parallax Scrolling Background
* Smooth Scene Transitions