## Death Parkour

The goal of the game, is to parkour your way up to the finish point, but this is no ordinary parkour, you will need to dodge falling objects, which on hit will kill you, and you will also need to shoot boxes that are in the way of your jump.

Assets Needed:

* Modular Platforms
* Modular Fences
* Character
* 2 Weapons
* Falling Object (Bomb maybe?)

Main goals:

* Week 1 – Main Objective: Get the movement to work, this will include the jumping, also making which weapon you’re holding give a different speed. (and jump height?), create camera look, check for bugs
* Week 2: Make a “death” and a “respawn – or death screen?”, check for bugs
* Week 3: Fix up the level, remove the block out pieces and replace them with, proper models. Fix up lighting, check for bugs
* Week 4: Polish Level, check for bugs