Game Development for Android, 7.5 c ASSIGNMENT 2

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Pass features:

2. Created a static spikes "enemy" - an obstacle to avoid, which deals damage to the Player when touched.
3. Create a dynamic coin collectible.
4. Create a HUD to display.
5. Replaced TestLevel with a level layout loaded from txt file in "assets/levels" folder.
6. Added audio & music.
7. Added support for world-bounds to Viewport.

Pass with distinction features:

1. Implemented player win - loading a new level when she gathers all collectibles / destroys all enemies / reaches a goal. Player projectiles.
3. Implement save- and restore of the full game state stored in player preferences.
4. Implement spatial partitioning (QuadTree).

Credits

Tiles: https://opengameart.org/content/platform-pack
Music: https://opengameart.org/content/platformer-game-music-pack
Sounds: https://opengameart.org/content/8-bit-sound-effects-library