2D Mobile Showcase project

Using everything we have learned, create a showcase project for mobile.

This project must contain:

1. 2 new sprites using the 2d rigging method
2. At least one new rule tile with new art
3. Support both mobile and desktop input
4. Either top-down or platformer style
5. All UI elements of your own design
6. At least 2 playable levels
7. Parallax background/foreground (if platformer)
8. Player health
9. Pause menu
10. Win/Lose screen

We’re half way through the year now. You should be making much higher quality material than you did at the start of the year, so show me what you got!

