2D platformer showcase project:

This is an opportunity to show everything we have learned so far. Show me what you’ve got!

Your project must include:

1. At least 2 new tile sheets
2. At least 1 new character (player or enemy) sheet
3. Main menu (start screen)
4. At least 3 unique levels (different tilesets)
5. Win screen
6. At least 1 enemy prefab
7. Parallax art
8. Parallax background – at least 3 layers of background/foreground
9. Player health (if applicable)
10. Enemy health (if applicable)
11. Player animation
12. Enemy animation
13. Pause menu
14. UI
15. Health sliders, where appropriate

Player & enemy animations need to transition appropriately. All sprites in the level should have custom art. No default circle bullets, no square enemies, no default UI buttons.

Each level should have a clear objective. You can communicate that however you want (pause text, in game text with a timer, etc). But it must be known to the player how to progress to the next level.