

Guidelines:	
• 7 minute duration	
* target audience: general population	
* avoid broken or incomplete	
* do not forget your introduction	
* clearly show scores of data if your project uses it	
• Logging in	Optional :)
• Scoreboard	<ul style="list-style-type: none"> All around score board Local score board Max of ten scores for each
• Controls	<ul style="list-style-type: none"> WASD / arrow keys (down button does nothing anyway) You can jump in mid-air You can "climb" onto platforms by touching ledges
• Levels and flood	<ul style="list-style-type: none"> Flood chases you at speedily speedily rate :D <ul style="list-style-type: none"> Don't look to not lose Starting level to help you get ground Randomly chooses from 8 levels We have some in your levels at first help us You get extra and C.O.C. control whenever you complete a level for flood morale Read something like <ul style="list-style-type: none"> ALL LEVELS HAVE BEEN PLAY TESTED ALL OF THEM ARE POSSIBLE ALL OF THEM CAN BE COMPLETED BEFORE FLOOD CATCHES UP TO YOU IS POSSIBLE TO GO BETWEEN ALL LEVELS
• Sounds	Runs infinitely
• Graphics	<ul style="list-style-type: none"> Check your Discord Probably copyrighted Beautiful fgs Beautiful player sprite Stagnant reference realistic perfumed environment Flood so realistic it makes you fear for your life

ERIC

Welcome to the *Joe Tessera* project: **PITIFUL PLATFORM!** We

made a simple 2D physics platformer that's an endless climber. Our team consists of Jessica Young, Ian Chen-Adameyk, Eric Le, and Michello Thaung.

JESSICA

The first feature that we are going to cover is the logging in feature. Users can log in to track their personal bests as well as get their username on the total high scores list, but logging in is not required to play the game. Multiple users cannot register with the same username. Registering will throw an error if the passwords don't match, the password is too short, and the username already exists. Logging in throws an error if the username is not found or if the password doesn't match.

IAN

To start the game, you must first press Initialize and then press Start. The game will then load with beautiful sound design and graphics. The tiny red square is you, and there is a flood underneath you that perpetually rises up. If the flood catches up to you, you lose and your score is recorded as the height you died at. There is no end to the game, as levels are infinitely generated for you to climb. You can pause the game anytime you like by pressing the Stop button, and resume the game by pressing Start again. Pressing Initialize while the game is paused will restart the game.

ERIC

To move your player, you can use either the arrow keys, WASD, or IJKL. You only have one jump, which can be used in mid-air, and it is replenished when you touch the ground again. If you are close to the edge of a platform, you "climb" onto it.

There are six levels that are used in game. One of them is a starting level that is found only at the bottom. The next level is randomly generated out of the remaining five levels, and it goes on forever until you die. When you beat a level, it is indicated by some confetti for good spirits hurray.

MICHELLE

When you die, your score is recorded into a database of scores. You can view your 10 best scores if you're logged in by pressing the My Scores button. If your score is high enough, it can also be recorded onto the High Scores tab, which can store up to 10 scores. You don't have to be logged in to appear on the list of all high scores.

Please admire the artwork of our beautiful casting crew in the background as well as the next gen realistic Immersive graphics of the player sprites and platforms.