A Dog's Journey

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Description:

Our game follows a deceased dog and its journey home;

- 2D
- Side Scroller
- User plays as a dog
- Collect artifacts to move through different levels
- 16x16 pixel tiles
- Interact with npcs (give guidance to user)

Game Development Timeline (Sept - Dec 20 Add data storage, scoreboard, and create EXE files Store player data and create congratulations banner Code menu with rolling object for next level transition Create second level with unique .json maps, graphics, and sound Learn to create different .json map templates for level 2 Decide on scoring system and first level working Create first level with .json maps and artifacts Create base code

Demonstration:



