**PROJECTS**

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| **PROJECT NO.** | **NAME** | **ROLE** | **DESCRIPTION** |
| 1 | GAME CODE | MAIN PROJECT | HOLDS THE MAIN GAMEPLAY LOOP AND FUNCTIONS |
| 2 | GAME SCREEN | SCREEN & TRANSITIONS | HOLDS THE INDEPENDENT SCREENS (CONTROLS, GAMEOVER AND TITLE) TO SWITCH BETWEEN |

**FUNCTIONS**

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| **NAME** | **PARAMETERS** | **RETURN TYPE** | **DESCRIPTION** | **PROJECT LOCATION** |
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|  |  |  |  |  |
|  |  |  |  |  |

**VARIABLES**

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| **NAME** | **TYPE** | **DESCRIPTION** | **PROJECT LOCATION** |
| playerDead | BOOLEAN | STATES WHETHER THE PLAYER CAN STILL PLAY (“IS ALIVE”) | 1 |
| platform | STRING ARRAY | HOLDS THE ASCII PLATFORM (-----) | 1 |
| platformObj | STRING ARRAY | HOLDS THE ASCII OBJECTS (X) | 1 |

**STRETCH GOALS**

|  |  |  |
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| **NAME** | **TYPE** | **DESCRIPTION** |
| OFFSCREEN HAZARDS | GAMEPLAY | HAVE “BOMBS” (<--) COME FROM OFFSCREEN (LEFT OR RIGHT) AND DESTROY A PART OF THE PLATFORM (MAKE THE AVAILBLE SAFE AREA SMALLER) |
| SOUND EFFECTS | ENHANCEMENT | HAVE SOUNDS PLAY FOR PLATFORM LOADING AND JUMPING |
| COLOURS/ASSETS | ENHANCEMENT | ADD COLOURED ASCII TO MAKE ASPECTS OF THE GAME STAND OUT/PROVIDE CHARACTER COLOUR CUSTOMABILITY OPTION |
| SCORE | GAMEPLAY | ADD A SCORE TO THE TOP OF THE SCREEN RECORDING HOW MANY PLATFORMS THE PLAYER ACSENDED |
| DIFFICULTY SPIKE | GAMEPLAY | CODE THE OPTION TO GRADUALLY DECREASE THE PLATFORM WIDTH OR THE AMOUNT OF OBSTICLES LOADED TO INCREASE THE DIFFICULTY |