TDD:

1. User HUD, including a Main Menu and Level Launcher

2. Third-Person Camera

3. Level with BSP Geometry

4. User Pickups

5. Game Instance Class

Advanced design Techniques:

1. *Environment Interaction and Collision.*

*I plan on making different types of floor/block that affect the player differently.  
for example a yellow block that will prevent the player from jumping, a green block that will cause a speed boost and a blue block that will disappear after a few moments.*

1. *Multiple Levels and Level-Design:*

*I’m planning on making three levels for this not including my tutorial level. The three levels would include different themes.*

1. *Audio:*

*I plan on creating sound effects background music for the game. These sound effects will play when a collectable is collected, when jumping, and some basic background music. the way I will create these audio clips is by using the online sound creation tool beepbox.*