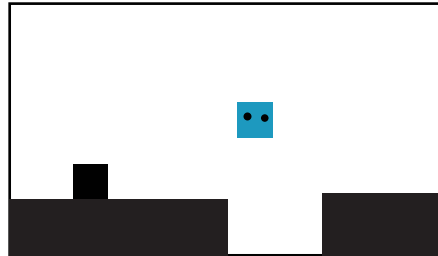# Intro to Programming - Assignment 3:

A Small Platformer

DESCRIPTION

Create a small platformer with things to jump over and a goal to reach.

Example:

Submit your project folder, zipped, through email to the instructor.

If you have questions about the assignment please post them on the Discord!

PROJECT REQUIREMENTS

Grade C

These are the minimum requirements for receiving an C on your assignment. Your program should include:

- A player that can be moved with A & D and jump with spacebar.
- A scrolling level with several obstacles to jump over (barriers and gaps).
- A goal object at the end of the level that the player can touch to win.
- The player's movement and jump should involve actual forces such as acceleration, velocity, gravity, etc.

Grade B

These are the minimum requirements for receiving an C on the project. Your program should include all of the requirements for getting an B, as well as:

One enemy that the player can jump on in order to destroy it. And if they touch it on either side they restart the level.

Grade A

These are the minimum requirements for receiving an B on the project. Your program should include all of the requirements for getting an A, as well as:

The avatar's movement and jump should feel one of three ways: float-y, precise, or heavy.

Grade S

These are the minimum requirements for receiving an A on the project. Your program should include all of the requirements for getting an S, as well as:

The player can hit the 1, 2, and 3 keys in order to change the avatar's jump to feel float-y, precise, and heavy, respectively.