**FINAL ASSIGNMENT:**

**CREATE A SMALL GAME**

DESCRIPTION

An 2D platform game that looks like prototype of the Hollow Knight prototype.

PROJECT REQUIREMENTS

Grade B

* A player that moves with W,A,S,D and jump with space bar
* Several layers of platform
* A object that can end the game
* The player’s movement and jump should involve actual forces such as acceleration, velocity, gravity, etc.

Grade A

* There will be enemies that can move and requires several attacks to destroy, if the player collides with it, restart the level.

Grade S

* There will be different weapons for the player to use, one melee and one ranged