**Project Plan 1 – Kyle McKanna**

Idea: 2D Platformer

**List of Goals:**

*- Player can move, jump, and sprint*

*- Player is scored based on how fast they finish the level*

- Multiple levels with obstacles such as pits, enemies, and hazards

- Powerups to assist the player

- Collectibles to grab to earn the player extra points

- Level Select to view/replay completed levels

- Saving/Displaying of player’s best scores on a level

**Goals Completed at the end of first iteration:**

* Player Movement, jumping, sprinting
* First basic level
* Scoring the player based on time to complete the level

**Goals for end of Second Iteration**

* Collectibles
* Basic Obstacles/Hazards
* Redesign Basic level as proper First level using above components