**Project Plan 2 – 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 Second Iteration**

* Collectibles
* Basic Obstacles/Hazards
* Redesign Basic level using above components

**Goals for end of Third Iteration**

* Recording/Displaying Best score Player Has on Level
* Add more levels