**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 Fourth Iteration**

* Additional Level, moving to next level upon finishing a level

**Goals for Final Iteration**

* Additional Level(s)
* Level Selection Screen to use to move between levels
* Locking Levels until completing the previous level
* Powerup that allows the player to jump higher, level that uses this powerup