C How will I go about bringing my project to life? Look at how Onginal Mario d:d:+? original Legendes Zelda Metroid? Other 2D platformers Iw6ta? Boto 20 deno? build How will Breath of the NES the engine How to build How to implement a 11? analogue or digital? Classes for object Boundaries on movement Objects? properties? Movement How player interacts with the environment Heath? Textures 4 > Inertia /momentum Speed? How to deal with Gravity? projectiles Weight? Pong? In-game objects: different dasses > How they interact Immovable with player & environment destroyable Enewies Moveable

Power crep? Bosses? Score? Enemies and behaviour Tested, fixed as many bugs as possible If time, build Good UI into a game with art assets. Character model Polished engene, base layer animations of the game Story? End gold Fluid movement well defined Mechanics related? Room transitions / scrolling Character development Save paints. When is it finished? Attributes that will affect movement How movement is affected by several things; ie are well defined. power-ups, dashing -> make sure if does not allow dashing into objects accelerated momenent.



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