**CMP 112 - Group Project Game**

**Gameplay Mechanics (Needed):**

* Main movement (WASD) ported from Unity tutorial game ‘Roll-a-Ball’.
* Jump (Space) needs scripted.
* Timer to finish level (undecided on time).
* Collectibles that add to points (Ported from Roll-a-Ball).
* Boost pads that increase the player’s speed.

**UI:**

* Players speed in bottom right corner.
* Calculates and shows players points at the end.
* Debug log to show points and other variables are working.

**Assets:**

* Lancer (blue ball with card spade).
* Level.
* Boost pads.
* Collectibles (coins?)

**Level:**

* Areas to jump over
* Ramps (Hoops afterwards)
* Boost Pads
* Start Line & Finish Line
* Checkpoints

**Point System:**

* Jumping through hoops/Airtime etc \* Seconds remaining on timer.
* Collectibles add 1000(?) to score.
* If under time limit by a small amount (30s?) points are taken away.
* If under time limit by more than 30s(?) game over.
* If you fall in pit, you get taken to last checkpoint and get points taken away.

Green – Finished

Yellow – High Priority

Red – Lower Priority