

# TECHNICAL REQUIREMENTS

1. Create game field using LED matrix
2. Add point on screen.
3. Realize moving of point in 2 dimensions.
4. Realize character fall.
5. Realize character jump (using processor CDM-8 Mark5 full with interruptions).
6. Add start field
7. Update screen for moving platforms up to down.
8. Create random generation of platforms.
9. Handle upper collision point with platform for jump.
10. Create character sprite.
11. Create sprites for jump state.
12. Change sprite in jump states.
13. Use color of error state as third
14. Add score table.
15. Keeping the maximum score
16. Add start Screen
17. Add moving from keyboard.
18. Add buffs (long jump, trampoline).
19. Add enemies who destroy you on touch.