

SFML project

Platformer game

Features

- Player
- Fireball
- Gold bag
- Platforms
- Background
- Heart

Gameplay part 1

The game allows the Player to move in four directions. The number of Platforms in the game depends on its difficulty level. Fireballs move from left to right, and the player's main objective is to avoid them. By collecting randomly appearing Gold bags, the Player can earn bonus points.

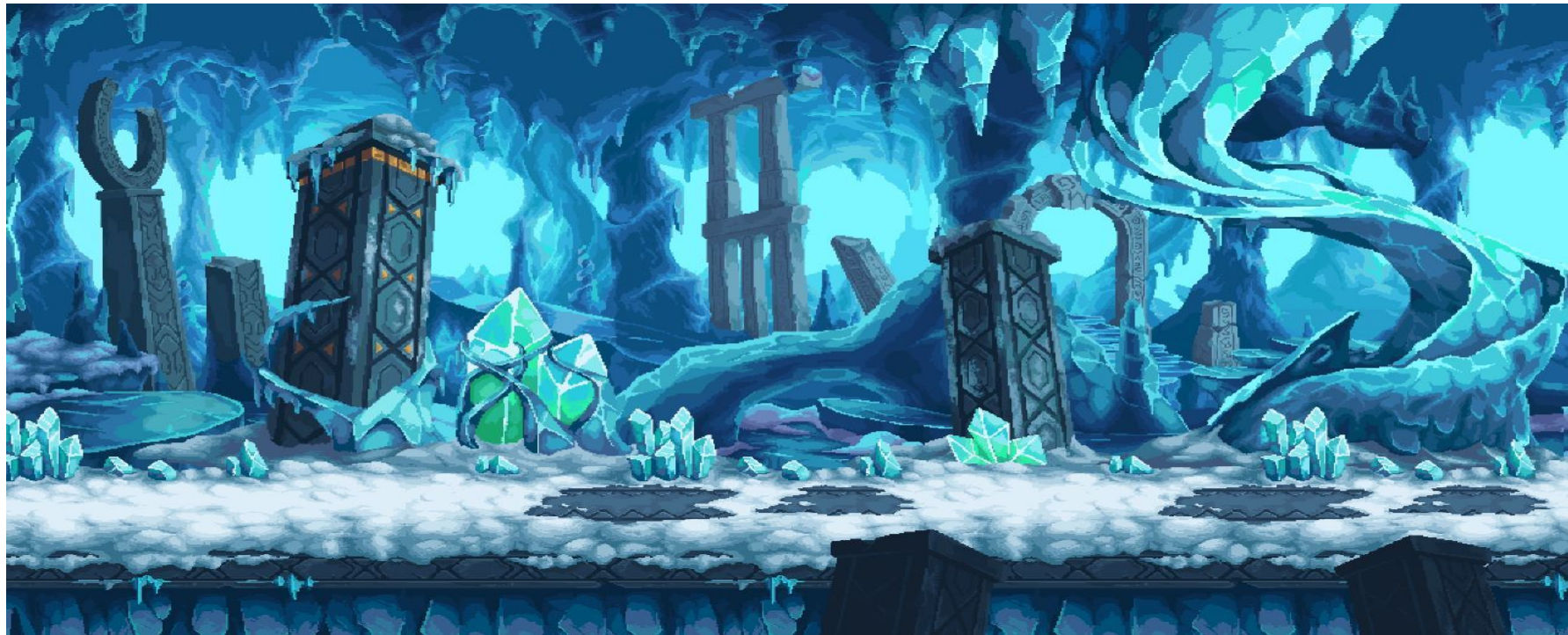
Gameplay part 2

If a Fireball hits the Player, they will lose one of their remaining Lives. Initially, the player starts with three lives. The Player can regain health by collecting Hearts that appear at random positions, but these Hearts are only available for five seconds. If the player loses all remaining lives the Game will be over.

Pre-game interface



Sprite - Background



Sprite - Character



Sprite - Gold bag



Sprite - Ground



Sprite - Platforms



Sprite - Platforms and Ground



Sprite - Heart



Sprite - Shaded Heart



Sprite - Fireball

