

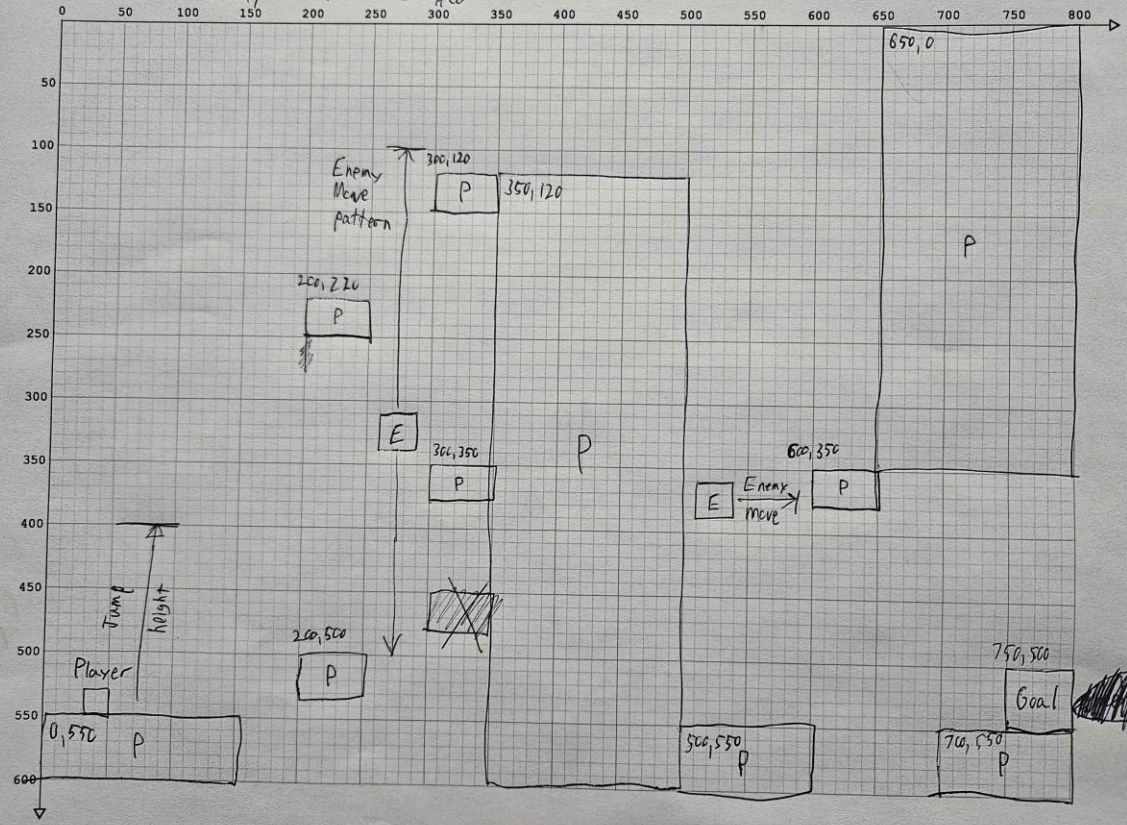
Process Work Assignment 3

Game Idea

A single screen platformer where the game is entirely black and white. The player would press a button to invert the black and white ~~on~~ objects (player, background, platforms and text (if any) and enemies).

Have separate classes for the player, enemies and obstacles

Goal: Green
 Platform (P): White
 Enemy (E): Red ← Scrapped



Collision to do:

Player collision for platforms, if player is colliding with top edge of a platform, allow player to ~~jump~~ jump

Player colliding with enemy clears screen and cause game over with visual

Player collision leaving ~~screen height~~ as falling below screen cause game over

Player colliding with goal ~~cause~~ clears screen and cause win screen

Movement to do: simple left, right, Create gravity for player and a jump.

Patrolling movement for enemies: up, down and left, right

For array: Put 10 platforms into an array

For classes: 1 for player, platforms, enemy, goal