

# ASSIGNMENT 1: PLATFORM-RACER

I made my game using simple shapes for the ground, wall and moving platforms and coins(crypto) as collectibles at this level. I added a timer, collectibles, score for counting how many coins collected and a progression bar which acts as a timer bar i haven't fully completed it in future I will be using it as the players health bar to make it as a target practice and shooting down some enemies. I added platforms for the player to jump based on the direction where it stops and resumes in a loop using timelines where we can alter the length and speed of the timeframe of an object. So far this is what I have done in my game i would improve with the collectibles, game over scene and adding some enemies to make it more interesting.