# Task 4

Though out this prosses I did not face many issues, one of the only issues I had to face was coming up with good level ideas. I spent a long-time redoing levels and areas of the game to get them to be entertaining enough to use.

I would say one of the issues I faced at the start was finding a way to get all my platforms to move, I tackled this with animations, rather then programming my obstacles to move I just animated them, I gave them tags that indicated they would hurt the player and then created an if statement that checked if the player touched any of these tags, if they did I set the player back.

Another very simple issues I had was coming up with a balanced health system, to counter this I used a simple checkpoint system instead, saved making a UI and made the game simpler.

I didn’t face many issues overall due to keeping the game simple at heart.