**Project Proposal**

**Geometry Dash**

**Introduction:**

Geometry dashis a platformer game where the player has to avoid continuously spawning incoming obstacles and reach the end. My goal is to create a simplifies version of the game with a scoring system.

**Features:**

1. **Player movement:**

* The player is a square that continuously moves forward
* The player can jump with the “UP” key

1. **Ground movement:**

* The ground continuously moves backward to give a sense of forward motion

1. **Obstacles:**

* Obstacles can be triangular or rectangular. They spawn at the end of the screen and move towards the player

1. **Collision detection:**

* Game is over when collision takes place with triangular obstacle
* Game is over when head-on collision takes place with rectangular obstacle

1. **Landing:**

* Player can land on top of rectangular obstacles

1. **Scoring system:**

* Player gets a score based on what percentage of the level has been completed

1. **Leaderboards:**

* A leaderboard will show the previous highest scores