

# Game Dev 🎮

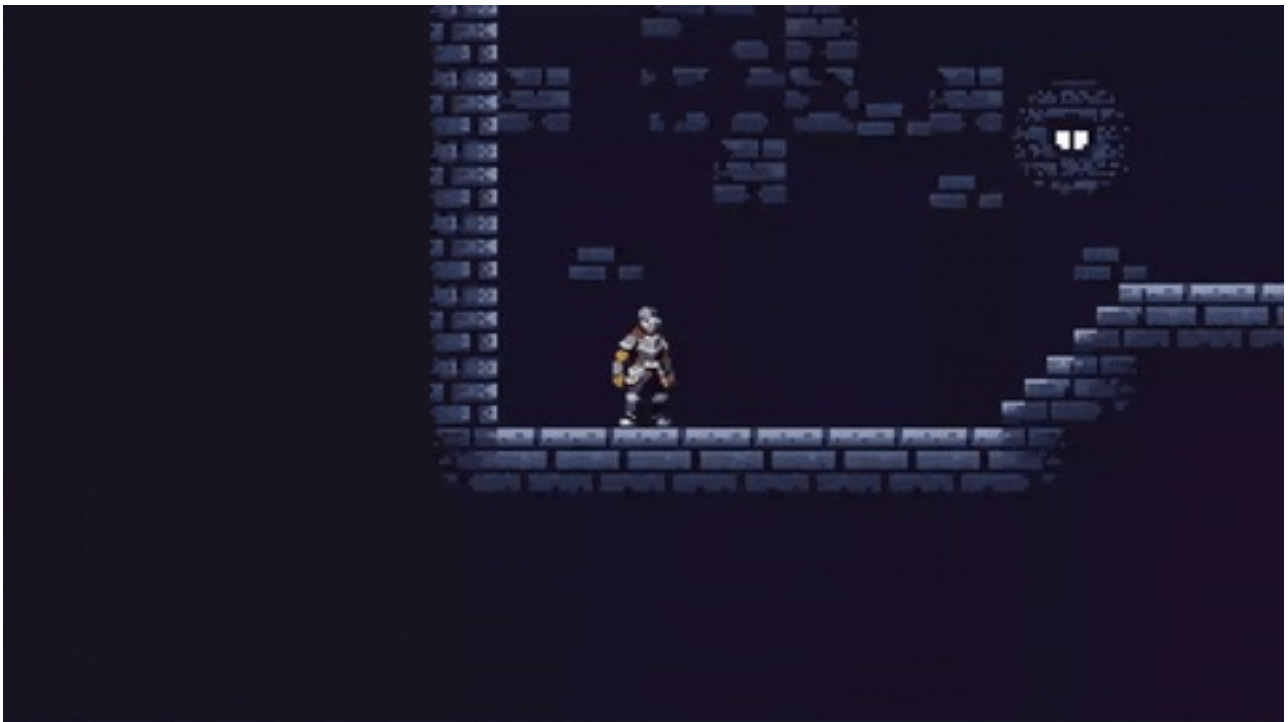
## Jump the Spike Challenge ⚙️

In this challenge you are tasked to Create a 2D platformer Game, the goal of the game is to reach the door at end of the level and avoid losing.

**Win State** : Player Touch/Collide with door .

**Lose State** : Player Touch/Collide With Spikes .

There is an **Example Video** Attached .



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### The challenge is judged on 2 criteria :

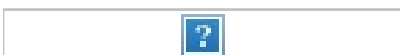
- **Programming** : How Well-written is the game code and how easy is it to break.
- **Game feel** : how fun is it to use the player controller to move around.

**Note** : Anything else like Game Graphics, Level design and the number of levels wont be considered.

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### Asset :

in this folder there are a set of assets that you can use to create the game, you are free to use them or any other asset you want, but you need to have a clear sprite asset for the Door, character and the Spikes.





**What you need to provide :**

- a **exe** build of the game that runs on **windows** .
- **the project** of the game including the **scripts** and anything else used ( but if not possible make sure to at least submit the **code**).

that is all for this challenge, do your best and and show use your talent! 🌐 😊