# Ragequit

Game concept by Mikey Perrozzi

What this game consists of

- This game is named ragequit, and it lives up to its name

- It is in a platforming style, similar to super mario

- The game allows the player to move left and right, as well as jump

- This game is purposefully difficult

Background

- The player controls a hero, promising to complete the difficult trials set up by the mysterious evil king.

- The hero is offered a reward for completing these trials

- The hero has a hidden ability. Reviving. The hero has infinite lives!

Screenshot
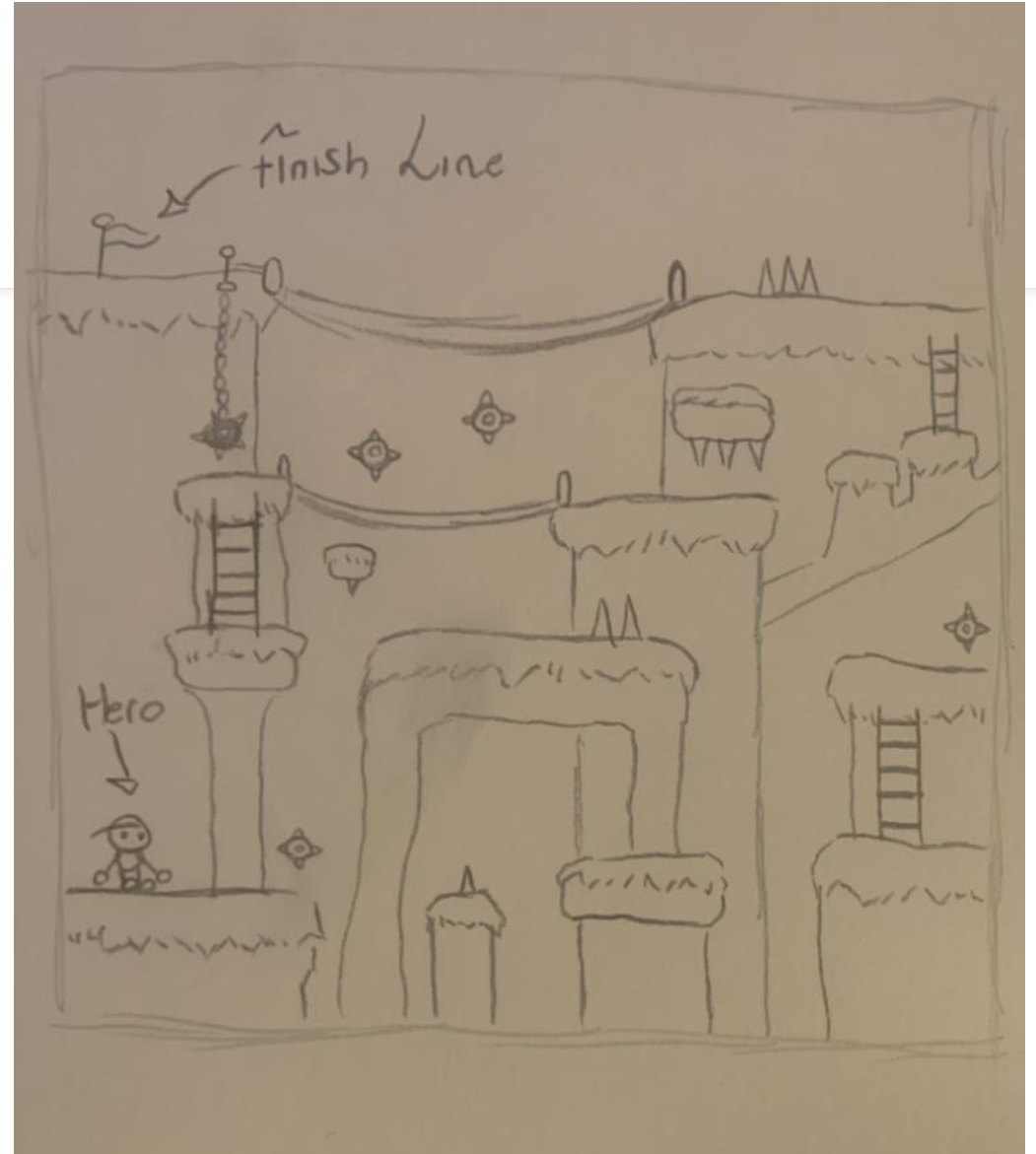
Features

- Incredibly difficult platforming

- Running and jumping

- Plenty of replay value

Pillars

- Controls for platforming – 50%

- Level set up with difficult platforming – 20%

- Difficult to avoid obstacles-20%

- Sound effects – 5%

- Background music-5%

Skills students will use

- Classes and objects (Hero, obstacles)
- Graphics (sprites and textures)
- Sources (git and github)
- Coding software(Visual studio with SFML extension)
- Teamwork
- Documentation of the project

Why its fun to work on

- Ability to have fun coming up with insane and difficult obstacles

- Replay value, trying to pass

- Freedom to design characters, levels and backgrounds