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# My idea

Use this to summarize your idea, plan it using sketches, notes and pseudocode as needed

- Endless Runner Concept
- The player stays on the left side of the screen.
- The background moves left as obstacles come in the way.
- Players can only jump and must avoid being hit by any obstacles.
- Overall speed gets faster as time goes on.
- Platforms will be introduced to allow players to jump up and gain height.

Obstacles

Player

Platform
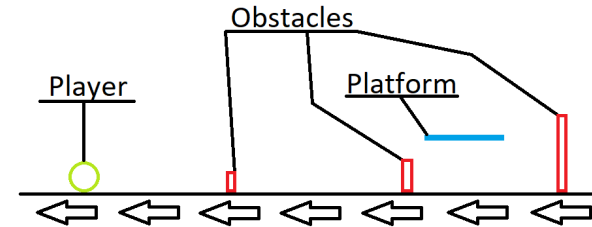
Where will the inventory skills be demonstrated? List everyone to be sure you've included them.

| |
|---|
| Shapes (1-3) | Used when making the objects |
| System (4-10) | Used to make the jumping function work |
| Debugging(11) | Used to show controls at the beginning |
| Control Flow(12-15) | Used to reset obstacles and used in loops |
| Loops(16-19) | Used to show and update obstacles |
| Functions(20-24) | Used when making all the functions for jumping, resetting obstacles, movement of obstacles, etc |
| Classes/Objects(25-30) | Used to make obstacles, platform, and player class |
| Lists(31-36) | Used to make an array of obstacles and platforms. Possibly used to create a cool background. |
| Vectors(37-43) | Used to give position, velocity, and acceleration to the player/obstacles. |
| Nice to know(44-50) | Depending if I have time, I could use a timer to count players score, could use a button for a play screen or end game screen, use collision to tell when player hits an object. |

| Milestone 1 | Milestone 2 | Milestone 3 | Milestone 4 |
|---|---|---|---|
| What will I deliver?<br><br>I will create the main shapes and designs for the player, platforms, and obstacles.<br><br>I will make it so the player can jump and the background moves to the left. | What will I deliver?<br><br>I will add limits to obstacles and make them reset.<br><br>I will allow the obstacles to be shown and updated using loops. | What will I deliver?<br><br>I will demonstrate class and vector skills by making the player get faster over time using acceleration.<br><br>I will add instructions to the screen to help players understand the controls.<br><br>Add background features. | What will I deliver?<br><br>If I have not finished or want to add more I will do so now. |
| Which inventory skills will this demonstrate? List them.<br><br>All shape skills (3) | | | |
| All system skills (7) | All control flow skills (4) | All class/object skills (3) | All remaining (nice to know skills) |
| | All loop skills (3) | All list skills (4) | |
| | All functions skills (4) | All vector skills (5) | |
| | | debugging skill (1) | |
| You should deliver approx. 10 skills at this milestone | You should deliver approx. 10 skills at this milestone | **You must deliver 30 inventory skills by this milestone.** | |