

1. Requirement collection and analysis, design, coding, testing, deploying, maintenance

2a.

- 1.** A playable level with basic shapes.
- 2.** Input systems for target platforms. For example UI buttons for touch devices, gamepad input support etc.
- 3.** Walking, jumping and special abilities of characters.
- 4.** Basic UI with fundamental functions such as “Play Game” or “Go To Main Menu”.

2b.

- 1.** Is orientation going to be portrait or landscape? What kind of walkable platforms are desired to be built?
- 2.** What are the target platforms and inputs?
- 3.** How are characters going to walk, jump or use their special abilities?
- 4.** Are there going to be specific UI elements apart from the fundamental ones?

4a. Every class should have one functionality for simplicity and reusability. There are PlayerInput and PlayerMovement classes in the project. PlayerInput class takes all inputs from all platforms and stores them in the public variables. PlayerMovement class only includes movement functions and uses public variables of PlayerInput for movement.