

Charlie Goldstein
Mr. Grattoni
Period 5

Outline

- Film video for intro splash screen
- Find images
 - Player
 - Platforms
 - Background
 - Enemies
 - Power ups
 - Coins or other point giving objects
 - Finish Area
- Auto Scrolling and moving background
- Background music
- Shoe class
 - Image
 - Moves with autoscroll
 - Spins
 - Dimensions
- Player class
 - Image
 - Movement
 - Dimensions
 - Intersect with enemies
- Platform class and array
 - Random size and location
 - Image
 - Player interaction, being able to jump on them
- Power Up class
 - Effect
 - Dimensions
 - Image
 - Player intersection
- Enemy class
 - Movement
 - Image

- Dimensions
- Finish area
 - When player reaches it play cut scene
 - gameState = lvl2
- Variables
 - Lives
 - If lives reach 0 gameState = gameover
 - Play gameover cutscene
 - Points
 - High score
 - gameState
 - Intro cutscene - plays video
 - Lvl1 - default level
 - Lvl1Win - plays cutscene
 - Lvl2 - harder level
 - gameWin - when player wins level 2, plays win cutscene
 - gameOver - when player loses all lives, plays gameover cutscene
 - lifeLost - when player loses one life