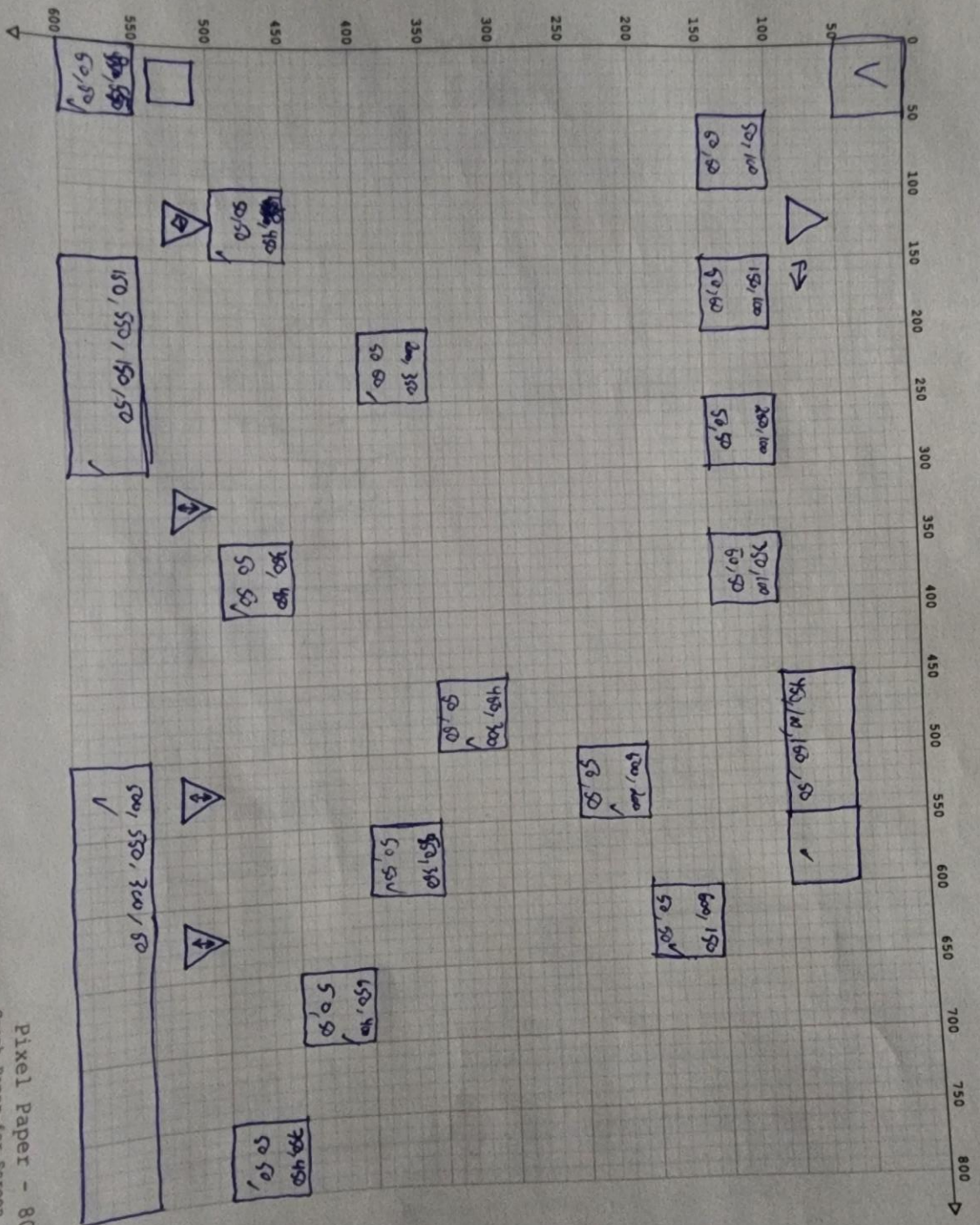


Process work for A4

Feature ideas

- Staggered enemy levels - changed idea to add Horizontal moving enemies as well ✓ implemented ^{March 21}
- Many platforms - X
- Changing platform locations ✓ - changed and implemented.
- Restart button for death and victory - Suzanne implemented
- close option for death and victory. - X
- Controller? - started but controls are flipped? - Raph helped, switched to analog stick for movement and going to make all face buttons jump so any controller works - PS4 controller is mapped every code will work for other controllers but square button won't map unless code is for right trigger - going to leave it as is so it functions with most controllers not just PS4.
- Assisting in trouble shooting Asset implementation, Assets aren't sticking to my player or vertical moving enemies - Suzanne and I suggested code fix to adhere / stick to player box. March 26 - enemies still can fix it.



Pixel Paper - 800 x 600
Graph Paper for Screen Coordinates