Extended Features:

Extended feature 1 Additional Sections

In the first Extended Feature, our plan is about to enlarge our game from the quantity we are producing since our time constraint is limited we won't be able to make every section of the game. More specifically this extend feature we are focus to complete our game by adding more levels, challenges, obstacles extend the story making the game even more interesting.

In the second Extended Feature, we planned to provide players extra helps with new additionals gears/ items with different abilities. For example, shoes that allow the player to double jumps or a shield that can give him one extra life.

In the third Extended Feature, checkpoints will be implemented that player can use to save their current progress since the game or level currently will be reset when player death. By having this feature player can have less stress while enjoying the game. However, the no checkpoint feature can be kept and implement as a new difficulty to the game creating a challenging atmosphere for hardcore players.