

Week4 Presentation

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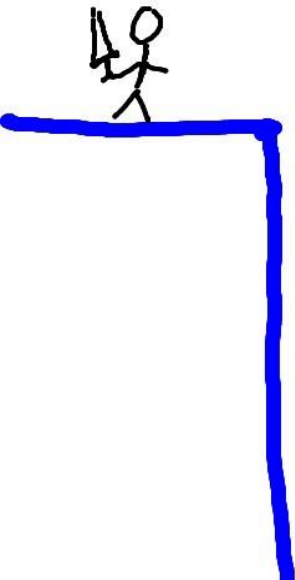
Functionality

- Don't like too complicated images. Recall a memory of completely simple-image game.
- Background, Player, Interaction=>All simple
- Ninja (Designed like MatchStick Men)
- Jump/Attack/Difficulty level (More time: barrier/dart/speed up)

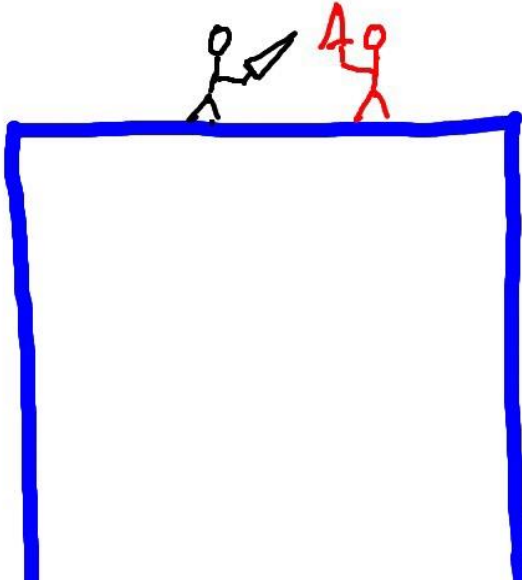
Appearance and Interaction



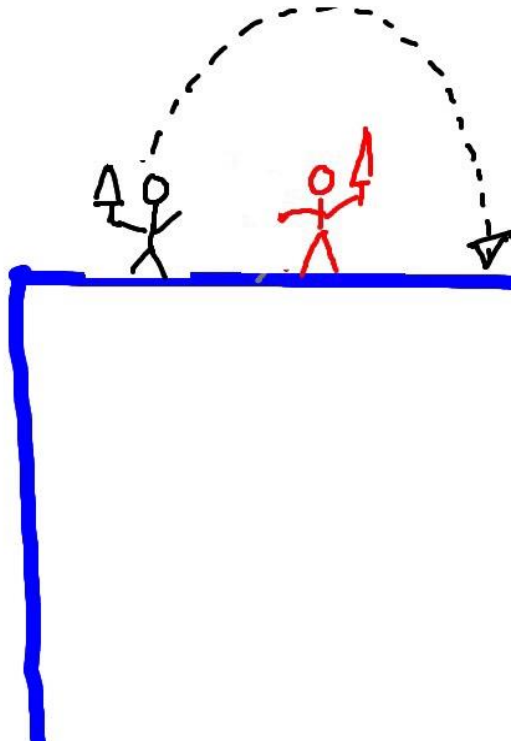
① Run



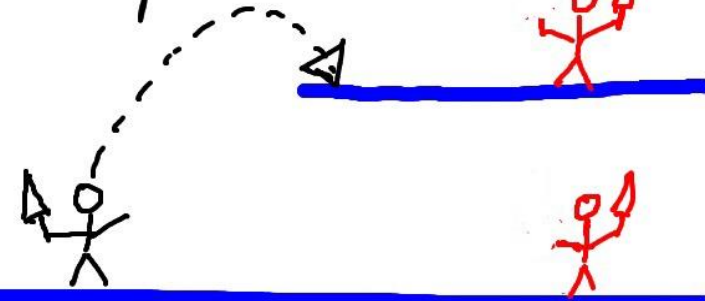
② Attack



③ Jump 1



④ Jump 2



Testing

- Depend on how complicated the game is. (Several module or not)

Security/Privacy/Safety

- Do not need to consider in this game

Planning

- Based on the small game like Super Mario.

Management

- When am I going to reconsider what I've been working on and to start again?