**Assessment 2:**

**What am I going to achieve?**

I am looking to achieve a 2d side scrolling platformer that is an endless runner style where the player is only allowed to move forward and jump to avoid obstacles and avoid falling off the platforms.

Score will be based on how far the player is able to get while collecting objects and beating enemies.

**Required elements:**

* Health / Hazards
* Movable Character
* Timer / Score
* Different level platforms
* Enemies

**Reference Games:**

* Will Hero
* Rider
* Flippy Boat ( rear camera based )
* Mars: Mars

**Will Hero:**



**Rider:**



**Flippy Boat:**



**Mars: Mars**

