**Assessment 2:**

**What am I trying 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, jump to avoid obstacles and avoid falling off the platforms all while staying alive.

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

There will be a few different enemy types that will challenge how the player is able to get past them (either jumping on or over ), as well as the enemies there will be hazards that the player will need to avoid to survive. These obstacle’s may include traps hidden in the ground, spikes or boulders. The player will have a health system this will be either numbers or a health bar to show the player how much health the player has left before they die, falling off the platforms the player will also die after reaching a set line

**Core elements:**

***Character Movement:***

* Character being able to move 2d space
* Character being able to jump in 2d space

***Health and Hazards:***

* Health bar or numbers to show current and remaining health
* Collectables to restore health
* Hazards such as pits and traps to stop the player from progressing
* Patrolling enemies as the player moves through the level
* Enemies will need to be hit by jumping on them, running into them will kill the player
* Moving platforms at different levels ( and speeds if possible )

***Scoring:***

* Score will be given when the player kills / destroys an enemy
* Items that can be collected to add to the overall score

***UI:***

* Will Display remaining health
* When health gets to zero the player will die
* Will display the current score, this will update when player collects an item or kills an enemy

**Priority task list:**

1. Ground and player movement
2. Enemies
3. Traps
4. Score
5. Health system and UI
6. Refine UI ( time permitting )

**Reference Games:**

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

**Will Hero:**



**Rider:**



**Flippy Boat:**



**Mars: Mars**

