

Changes to game from initial concept:

My changes include going from a hardcore rage game to a simple one: you miss your platform, you lose your progress, but there is an added step of lava/water chasing you and if you fall in it you die and have to restart. You collect bananas for points trying to get as many as you can.

There aren't any items or power ups because that proved to be a lot harder to deal with than I thought. I created multiple assets myself. This is technically my second game cause the first game I was reorganizing my assets/files and deleted the old one and it removed everything. So I created a closer representation of my initial Idea.