Satej Sukthankar Period 8

**Outline**

* Put my background picture on canvas
  + Make the background super zoomed in
* Draw Patrick so he’s on the ground
* Get Patrick to move
  + Get him to jump
* Create enemies
  + Make the enemies be “vanish” (die) by shooting pellets at them or jumping on them
  + Some may take multiple hits to “vanish”
  + Get them to be able to hurt Patrick
* Create platforms
  + Put platforms in different parts of the level
* Create a score keeper
  + Defeating enemies and collecting power-ups gives more points towards the score
* Create a timer
  + It will be about 500 seconds
* Create an end to the level
* Create an intro screen
  + There will also be an instructions screen
* Create a splash screen
* Create an outro screen
  + This will have the player’s high score from that session of playing
* Make sound effects to play
  + These will happen when Patrick hits an enemy with a pellet, when he gets hurt and when he gets a power-up, possibly more times
* Put background music that will probably be Spongebob related
  + It will stop playing when the player reaches the end

For this project, I’ll be using the following programs: Array of Pebbles, Jumping Bird, Platforms, Scrolling Background, and Timer. I’ll be using the following classes: characterClass, enemyClass, bubbleClass, platformClass, timerClass, and zoomScrollingBackgroundClass