ENDLESS RUNNER

* 2D runner/ platformer
* Light in the distance to signal boss (enemy bomber?)
* www.spriters-resource.com
* Code (When encountering a platform, to keep collision do

if (collision && char.Y == platform.Y)

* Character Location: 110, 680

{

char.X = platform.X + char.Height)

}

)

* Code for menu and game screen switch

Update ( )

if (in Menu == true)

{

//check for button click

If (Play is clicked)

{

inMenu = false;

}

else

{

// check for game input

//move player

If (death)

inMenu = true;

}

Draw ( )

if (inMenu == true)

{

//Draw menu

}

else

{

//Draw game

Power Up ideas

* Gun to pick up
* Mario Star-like power ups (invincibility)
* Speed boost
* Point multiplier
* Chests to pick up

Enemies and threats

* Flying attacks
* Ground hostiles
* Holes to jump over
* Barriers
* Boss who shoots down lasers

Things left to do

* Tweak spawn rates

Fix leaderboard btn

* Fix leaderboard
* Add documentation
* Add how to play