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CIS 3238 Software Design

September 20th 2017

Project Proposal

For my class project, I would like to create a 2-D platform game. The game will involve the character going through an environment while destroying enemies, gaining points, losing/gaining lives, and encountering obstacles. I will be creating this in Java using the Android Studio IDE. I will also be using the library libGDX as a framework to create my game. My main objective is to try to control the character and get to the end of the game. There will be obstacles the character will encounter that will prevent them from winning. This game will be inspired by games such as Mario.

The features I plan to implement within the game are:

-Character animations (sprites)

-At least 3 types of enemies

-Player movements: can walk, jump, kick, punch, and throw

-Camera that follows character

-Platforms to jump on

-Collision with objects

-Collectable points and powerup(s)

-Keyboard character control

-HUD for Points and Lives

<https://github.com/Silviacu/PlatformGame>