**2D Game engine assignment – Game notes as specified by Clinton**

**Levels:**

**Level 1:**

* Come out of Traditional Longhouse (start in front of it, in center of it’s length)
* Move to right
* Forest environment (longhouse in a small clearing)
* Environment is withered because of the stolen artifact
* Jump over logs, tree trunks, rocks, pits at the end(?)
* End of level -> You find a temple and walk inside, taking you to the 2nd level.

**Level 2:**

* Come out of temple into a Chinatown-esque street
* There are all sorts of stalls, you jump over boxes and fruit baskets
* Maybe can get up on top of the stalls themselves?
* End of level -> Get to the port and walk aboard a boat, taking you to 3d level.

**Level 3:**

* Get off boat and onto a beach
* You walk up the beach into a forest, which turns into a swamp the deeper you go in
* End of level -> you go into a cave and fight the boss of the game.

**Enemies:**

**Wild boar -> Level 1, 2, and 3**

**Bulls -> level 2 and 3**

**Crocodiles -> level 3**

**Boss:**

**Crocodile armoured guy who stole an artefact from the longhouse.**

**Slightly bigger than main character.**