**Sandro Saab 20172727**

**CSC 231 Final Project**

**Escape The Cave**

 The Player

 The Enemy

 The Traps

 The Snowballs

 The Pickups

The Door



 The Blocks

 The Ladder

**The Goal of the Game:** The player has to follow the path created by the pickups by climbing the ladders to avoid getting out of the map and avoiding the traps and killing the enemies with the snowball to stay alive in order to get to the door and escape the cave.

**Level 0:** Main Menu Screen

**Level 1:** Introduce the moving

**Level 2:** Introduce the ladders

**Level 3:** Introduce the ability to fall down

**Level 4:** Introduce the traps

**Level 5:** Introduce the enemy

**Level 6:** Introduce the snowball

**Level 7:** Introduce the scrolling

**Level 8:** The Challenge

**Level 9:** Game Over Screen

**Controls:**

**Keyboard:**

Arrows: To move the player

Space: Shoot