

Welcome to TrainWreck, an awesome 2D-Platformer! Before you begin your journey, I wanted to let you know, I included an "Easy Mode" that respawns you on the screen you fell off of. True gamers should opt for "Hard Mode" in my opinion (which sends you to the previous screen when you fall), but for grading purposes, I'd understand if you play on "Easy Mode".

Story: You are the conductor of a train that was involved in a train crash. The train is now hanging vertically from a bridge, and you must climb it to escape. There are 3 train cars you need to climb.

Objective: Climb to top left of the screen & jump to the next screen. Get to the end of the 3 train cars to win the game!

Objects on Screen:

Player:  Bags:    Birds:   Chairs:     

Obstacle objects: There are 3 different kinds of bags and 2 different kinds of birds. The bags move vertically, the birds, horizontally. On collision w/ player, bags can impact your vertical velocity, and the birds, your horizontal velocity.

Platform objects: The chairs are your platforms. The full and partial chairs both have backs to them, they'll be your reliable platforms. However, beware of the chairs with no bottoms, you can't land on them.

Player controls: "W" - TO JUMP ||| "A" - TO GO LEFT ||| "D" - TO GO RIGHT ||| "ESCAPE" - GO BACK TO MENU

Game Progression: Progress through the game by getting to the next train car (can lose progress on "Hard Mode")

How the game ends: The game ends/you win when you get to the top of the third and final train car. Good Luck!