



▽ WASD to move
Spacebar to jump

Pixel Paper - 400 x 400
Graph Paper for Screen Coordinates

Bats kill you, avoid them
(spawn at different heights
so player has to jump over
or go under)

The Adventures of PumpkinHead:

Need to add:

- pumpkin head character asset ✓
- candy ✓
- bat ✓

functions:

- [if keyboard pressed] → space bar → jump.
- [if keyboard pressed] → WASD → Movement

Motion:

bats various heights + speeds/velocity.

Movement of player

Spawn:

candy items ^{random} 203 @ "overmap"

~~Game start / over screen.~~

- Collision:
- player cannot exceed box
 - player can jump on levels $\pm \frac{1}{2}$



Stationary.

Platform levels moving?

- ↳ Have bat more instead. → randomised
- ↳ candy appears randomly *spawns*
- ↳ player ~~doesn't~~ dodges bats ↑ ↓

Whole png. background?

↳ shapes? rect, circle?

added background asset

↳ How to add it all??

↳ Make page with features.

if All else fail, do some research.

↳

finished designing:

pumpkin → black body or cloak

candy → Scrunchie side

bat → cute

background → graveyard? nighttime?

platform → grass? rocks? bricks?
cobblestone? dirt?



Original

- ↳ Collis
- ↳ 6 d
- ↳ Plus



Goal

- unders
- unders
- Gret
- Gret

↳ W

↳ Sp

• Ne

• I an

• Bat

↳ plo

↳ plo

• Can

original platform had to be ~~fixed~~ cut down

↳ collision wasn't working

↳ 6 different platforms (Platform 1-6)

↳ Plus bridge platform

Goals:

Maybe? game over screen + play again
start screen?

• Understand collision ✓

• Understand player inputs/controls ✓

• Get collision in my ~~items~~ assets ✓

• Get player controls in game ✓

↳ WASD or Arrow keys ✓ left+right ↔

↳ Spacebar for jump

• Need 3 classes ✓

• 1 array of 10 things ✓

• Bets ~~at~~ character across screen ✓

↳ player dies instantly → Half done

↳ player can't ~~also~~ also die from falling → done

• Candy counter? → broken



FINAL ADDS:

- Start screen background
- More candy vectors/spots
- player resets after falling off screen.
- ~~Lower~~ the bot heights.
- ADD comments
- delete code for start screen.

Game over?? screen??

List of platforms

- 1) $\times 45, 360 \times$
- 2) 100, 445
- 3) 0, 420
- 4) 50, 500
- 5) 20, 570
- 6) 655, 330
- 7) 706, 460
- 8) 570, 385
- 9) 453, 445
- 10) ~~535~~, 505
- 11) 370, ~~570~~
- 12) 685, 570
- 13) 260, 471

candy plots:

- 55, 350
- 120, 438
- ~~275~~, 458
- 460, 430
- 580, 375
- 690, ~~310~~
- 705, 550

inline or

on platforms

2 on each side

2 in middle.

↳ May adjust to
be higher ~~lower~~ ~~z~~

y