Description of the Game

Core Gameplay Loop:

* The game begins on the Main Menu, where the player can start the game or view the leaderboard. The player enters their name to begin the game.
* The core mechanic involves climbing platforms while avoiding falling off the screen. The player can move left, right, and jump to navigate the platforms.
* Platforms continuously move to the left, and the player must keep climbing to stay in the game. Falling off the screen ends the game.
* The game ends when the player’s character falls below the screen boundary. At this point, the final score is displayed, and the player can view the leaderboard or restart the game.

How the Game Ends:

* The game ends when the player falls off the platform.
* After the game ends, the player is presented with their final score and the option to return to the Main Menu or view the leaderboard.

Scoring Principle

* Basic Scoring Mechanic: The player earns points over time for staying alive and navigating the platforms.
* Point Increment: Points are added every second (5 points per second).
* Leaderboard Connection: The player’s score is saved and added to the leaderboard if it’s among the top five highest scores. The leaderboard ranks players in descending order of scores.

Definitive Controls

* Left Movement: Arrow Left Key (←) or A
* Right Movement: Arrow Right Key (→) or D
* Jump: Spacebar
* The player uses these controls to move left, right, and jump to navigate the platforms.

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