# ITI 2D Games project

· Create a full game with full game UI

* In Game Character UI (Health - Score - Etc.)
* Main Menu UI (Start - Exit)
* Settings Menu UI (Sound Options)
* Game Pause Menu UI (Resume - Settings - Exit Game)

· Create a Character with animation (attack - jump - sprint - walk)

· Create a mini-map

· Create Multiple Levels (2 Minimum) level 1 is done

· Create 3 Enemies or traps Types with Distinct Abilities / behaviors

· Each level is only passed through some quest (find a key, collect coin, ...etc)

· Add Pickup Function for picking up items, where there is a text above the item guiding the player to which key he should press to pick up the item.no text until now

· Bosses Are Extra *if I have time*