**Things to do (Group Project)**

**What does the player do?** The Player will use the mouse to click & drag the slingshot and aim where they want the character to go. The player will then let go of the mouse button and the slingshot will add force to the character. The character will land and as soon as it stops the slingshot will spawn again and the player can repeat their actions.

**Program**

* A counter for every time the player uses the slingshot.
* Level complete Platform (A platform that completes the level, brings up the level complete screen)
* Level complete screen (has all the relevant information such as player score, how many coins collected)
* Character death
* A platform that will kill the character if they land on it
* Speed boost pick up in the sky.
* Enemies that will kill the character if they touch you (Some on the ground and some in the sky)
* Game over screen (Death screen)
* Main Menu
* Menu to upgrade the character
  + Upgradeable jump whilst in the air
  + Power dash that breaks certain blocks and kill enemies
* Chest pick ups with in the level that can be opened when the level is completed. These offer a variable reward.
* Game economy
* Save game (saves all the levels unlocked/completed & how many coins you have and what abilities you have upgraded for your character)

**Design**

* Design main Character (A light pink) Also should have several different facial expressions. We want the character to look sad at the beginning and progress through different emotions and eventually become happy.
* Design side characters (All should be the same colour (Blue) but vary in facial expressions – expressions should match their personalities)
* Character animations
* Design different platforms. Need different themes for each level as well as a different purpose. Some platforms can be landed on, some will kill you as soon as you touch them.
* Design enemies.
* Enemy animations
* Come up with different themes for each level (That still fits round the story)
* Level UI
* Game over screen
* Main Menu
* Menu to upgrade character
* Different pickups
* Buttons (different buttons for selecting levels, pausing the game, upgrading character, quitting level etc. All should be the same art style)