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**Project 1 Write-up**

In this project I made a modified version of the Coin Dash game from the text book. The objective of the game is to collect as many coins as possible in thirty seconds while avoiding a cactus. There is also a power that gives you additional time to collect more coins. In my modified version named Coin Dash 2, the main objective does not change but there are additional changes that I’ve made to ad more dynamic to the game. To start I changed the look of the original power that provided more time from a coin to a clock that spins, better representing the what the powerup does. In addition, I add a speed boos power up that increases your speed from the original 350 to 550. This powerup lasts seven seconds and once the time is up the player’s speed is set back to 350. Another element I’ve added to the game is mud. Mud randomly spawns in a new location after every level and slows the player down when moving across the area. Mud also eliminates the speed boost power up if you move across the area. I’ve also made the cactus spawn in a random location each after each level. Lastly, I’ve add additional sounds when collecting a speed boost powerup, and added a theme song that plays while playing the game.