Final Project Statement

Characteristics of large scale and complex games featured in our project. (remove where needed)

* multiple sprites
* sounds
* animations
* levels
* mobile friendliness
* social connectivity
* multiplayer
* side-scrolling
* Tiled background
* start and end screens
* protagonist and antagonists
* difficulty levels / progressive difficulty
* database utilization
* central server

Overview of game

STUFF TO DO

1. New title screen

**2. Some sort of story intro (cut scene?)**

**3. Coins not altering the characters direction**

4. Make level 2 easier those jumps are tough (if its even possible to beat)

5. Enemies with animations (pretty much done?)

**6. Enemy AI**

7. Health

**8. An attack instead of jumping on the enemies head**

**9. Possibly making the levels look nicer if we have time (the ground should go on forever underneath the level to avoid awkward looking breaks if possible)**

10. Maybe try and manipulate the unicorn sprites to create a jumping animation

**11. Powerups or different collectables**

12. Game music (as much as I love the Rick Astley)