

> Start

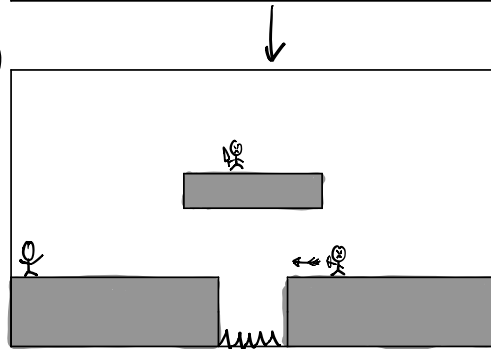
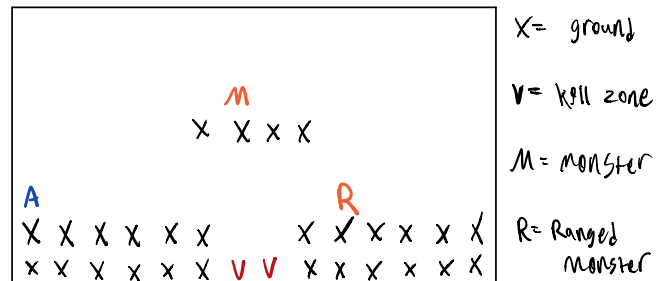
- Start screen
 - Animation?
 - Catchy tune?
- Press — to begin

> Level Begin

- Load level, sprites & overlay
- Character
 - Needs player input
 - Collision detection

Sample Level Building?

- Excel spreadsheet, then convert to level data



- Screen transition

★ — When the player reaches the edge of a screen, how does the game load the next scene?

○ Screen_transition()

★ — OR Have the screen move instead, side-scroll style

○ Randomly generate obstacles/enemies?

★ — Other: If player moves one forward, the screen moves one back

Look through sample code

- Finish line/end game

- Could be whatever - finish line, out of time, died somehow
- Points?

- Hazards

- Kill boundary/spikes
- Enemies/Obstacles

- Output service - Arcade ★ Look into what arcade includes
- Actor ← Position, velocity, sprite
- Enemy(Actor)
- Character(Actor)
- Level Handler - draws/prepares the level?
- InfoDisplay? (Actor) ★
- Collision Handler
- Obstacle/block(Actor)
- KillBlock(Block)
- Projectile(Actor)
- InputService ★
- FinishLine(Block)
- Coin/Powerup(Actor)