HW1

**Description:**

**Frog jumps on platforms with "get mouse button up". Player can direct the frog with mouse cursor position. The goal of the game to reach the top of the level.**

1. My 2D game will be a platformer with a vertical level design. The goal of the game is **to reach the top of the level.**

Example: Gex

<https://www.youtube.com/watch?v=Lb4-5d2d0f0&t=1s> (11:17)

2. Another feature is a mouse support – character **movement is controller with help of a mouse** and not a keyboard.

Example: Angry Birds

<https://www.youtube.com/watch?v=Gd9_FlBZF70&list=PL7675AA6B3E634F6D> (00:05)

3. **Player doesn’t lose health points** and if he/she falls - only goes down losing progress

Example: Only Up

<https://www.youtube.com/watch?v=fArf2fhgYZc> (05:00)



HW2

Elements:

1. Character - Frog
2. Currency (collectible flies)
3. Shop (parachute, double jump, higher jump, longer tongue)
4. Platforms
5. Background

Elements' functions:

**Character**

Main goal: to reach the top of the level

* Jumps (+double jump) – left click
* Licks flies - right click
* Parachute – A&D (only if bought from the Shop )

**Platforms**

* Regular
* Moving
* Disappearing
* Bouncy
* Slippery

**Flies**

Are currency, can be licked by a frog when are in a certain radius. Can be exchanged in the Shop

**Shop** sells

* Automatic parachute
* Longer tongue (character can collect flies from a greater radius)
* Higher jump
* Double jump

**Background**

Changes independently showing a story

Interactions between elements:

Character: Flies, Shop, Pick-ups from the shop

Shop: Character, Flies

Platforms: Character