

# Minigame Version Guide

Based on the [priority plan](#).

## V1: **States** P1 and **Features** P1 - P2

- *STATE* → *Game Screen*
- *FEATURES:*
  - *Playable Character*
  - *Jumping*
  - *Collision*
  - *Climbing*
  - *Hanging*
  - *Levels Designed*
  - *Background (More of P3 but wasn't difficult to add)*

## V2: **States** P2 and **Features** P1 - P2

- *STATE* → *Start Screen*
- *FEATURES:*
  - *Interactive Buttons*
  - *Background*
  - *Custom Text Font*
  - *Game Title*
- *STATE* → *Tutorial*
- *FEATURES:*
  - *Game Mechanics*
  - *Levels Designed*
  - *Instructive Text*

### **V3: States P1 and Features P3**

- *STATE* → *Game Screen*
- *FEATURES:*
  - *Images for Obstacles*
  - *Moving Background*
  - *Character Animations*

### **V4: States P1 & P3 and Features P1, P2, P4:**

Features P4 in Game Screen, Features P1 - P2 in Win Screen.

- *STATE* → *Game Screen*
- *FEATURES:*
  - *Respawning*
  - *Attempt Counter*
  - *Level Number*
  - *More Images*
  - *More Levels*
- *STATE* → *Win Screen*
- *FEATURES:*
  - *Buttons*
  - *Attempt Display*
  - *Image*
  - *Congratulations*