

## Reflection

### after competition

At the competition we heard positive feedback from the judges, as well as from the audience who also had the opportunity to test our code, our game. The criterion that we lacked was a timer. We made it in the code without displaying it. In the new version of code, we will fix this error and place a timer, which will count the time in the game - on screen.

In order to add a timer, we asked for help from the engineers we worked earlier - Alexander and Grigory.

## Brainstorm 2

We decided to add:

- 2 additional levels

- Character menu

The player will be able to choose who he wants to play (boy/girl)

- Level menu

The player can choose one of three levels to complete.

- Timer that will track the time spent in the game

level ① We decided to leave the 1st level unchanged.

level ② In the second level, we decided to add additional obstacles with a higher speed and a different color.

Additional obstacles will come out not from above, but from the side.

To pass the level, the Player must avoid obstacles, in case of collision with them - the player dies.

For each obstacle passed, the player receives a point.

level ③

In the 3rd level, we decided to make moving platforms on which the player must move, jumping from one to another. In this level the floor is lava that cannot be dropped into.

The player gets a point each time he jump from platform to platform, falling into the lava, the player automatically dies.

sketches



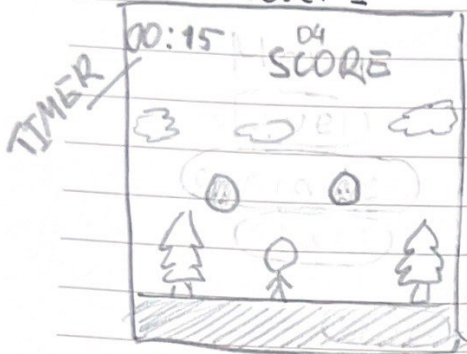


(53)

JAN FEB MAR APR MAY JUN JUL AUG SEP OCT NOV DEC  
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

# Sketches

level 1



The first version of the game + timer

level 2



characters

obstacles

from top and from sides

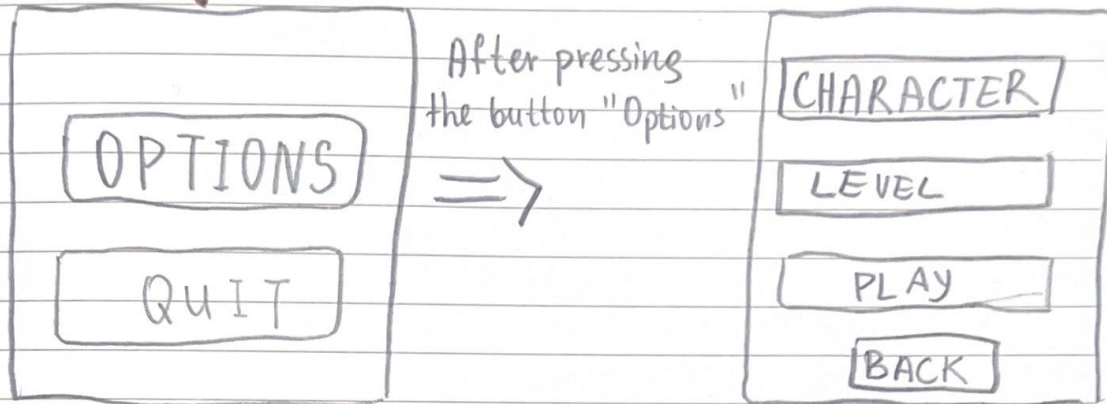
level 3



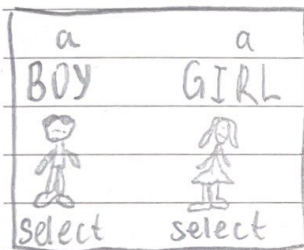
Platforms

lava

What the MENU will look like:

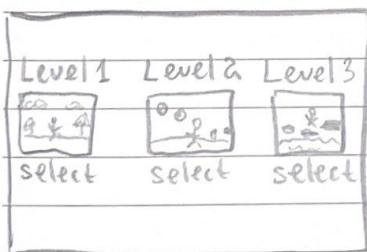


- After pressing button "Chapacter" :



two characters appear on the screen to choose from - a boy and a girl.

- After pressing button "Level" :



three levels appear on the screen to choose from.

- When you press the "Play" button - the game starts.