Project: Platformer

You will create a **simple** platformer game! Your game will feature a character that can move and jump. Your game will also have some sort of hazard as well as a moving platform. All of this will take place across 3 levels of your own design. You are welcome to use art assets that you can find however, **all of the code must be your own**!

There is an example of the project here:
https://youtu.be/aY2gXJ6szCo

What are the requirements for the project?

The following are **required** to earn points for the project:

Menu Scene (5%)
- Title of the game, your name, Pace email and press space to start.

Character (30%)
- Minimally 2 frames of animation for walking.
- A = Move Left, D = Move Right, Space = Jump

Game Scene (50%)
- Besides falling in a pit there should be another kind of hazard (spikes, or whatever you like).
- Have at least 1 sound effect as well at least 1 looping background music.
- 3 Lives. If all lives run out show Game Over Scene. If player gets to end show "You Win" Scene.

3 Levels (10%)
- There should be 3 levels. The first should be very simple. These levels do not need to be too long.

Game Over and Win Scenes (5%)
- Show the words "Game Over" or "You Win" and press space to return to main menu.

Any tips on how to get started or approach this project?

The "3C's" of Game Design are **Character, Controls and Camera**. First, draw your character. Second, make a simple floor and get your character walking and jumping. Third, get the Camera to behave the way you want.

If I want to go that extra distance, what are some things I can add to my game?

While **not required**, here are some ideas for things to add to your game:
- Add a moving platform.
- Have a simple enemy that walks left to right.
- Add some sort of collectibles such as coins and display how many the player has.
- Whatever else you can think of!

How do I submit my work?

Your project must compile! Non-compiling projects will get a 0. When you are done, you must upload a .zip of your project folder to the **Assignments** area in **Blackboard**. **After the due date,** there will be a discussion board post where you will post a link to itch.io and project reflection.

Do not share your code or your links with anyone until after the project is completed. All code must be your own, any plagiarism will result in a grade of 0.

Due by 11:59pm means your project was successfully uploaded by that time. Start uploading your project at least an hour before the deadline to avoid a point deduction. **Projects received 1 minute late are considered late**. If there are any issues with uploading your project, you must **email me before the due date**. Email cguida@pace.edu from your @pace.edu email address. I will not accept any other form of contact.

While I check email regularly. **Do not expect a response over the weekend or close to deadlines**.

Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 3 days**.

You will lose points for any of the following:

- You do not upload your code. Make sure you are uploading your code to Blackboard and **not your build**. If the folder you are zipping is called "build" that is not your code. Make sure you are zipping your Unity Project folder (assets, code, etc.)
- You upload a file that is not a **.zip** file. It must be .zip. Not a 7zip or .rar, etc.
- Your itch.io link is unlisted or otherwise not available. **Try your link in another web browser** where you are not logged into itch.io
- You have any of the issues that are in the Common Problems and Questions playlist of videos. **Watch this playlist** of videos and **make sure your project does not have any of these issues.**
  https://www.youtube.com/playlist?list=PL_QmvmIfJvh0piepSNTSavA---U4ndCV0