

Project 2: Platformer

You will create a **simple** platformer game! Your game will feature a pixel 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. **All of the artwork in this project must be your own!** This is not a design class, so your art can be hilariously bad ----->



There is an example of the project here: (need link)

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 a moving platform.
- 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 in 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:

- Have a simple enemy that walks left to right.
- Add some sound when jumping, walking and some music.
- 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

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.