

## Project 2: 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: (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 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.