

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 hazards as well as a simple AI. All of this will take place across 3 levels of your own design. You are welcome to use art assets that you can find or create your own 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 (20%)

- Minimally 2 frames of animation for walking.
- A = Move Left, D = Move Right, Space = Jump

3 Levels (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 as at least 1 looping background music.
- 3 Lives. If all lives run out show Game Over Scene. If the player gets to the end show a "You Win" Scene.

Simple AI (20%)

- An enemy is a hazard that moves! Have at least one kind of AI with a simple behavior such as moving towards the player, jumping in place, etc.

Game Over and Win Scenes (5%)

- Show the words "Game Over" or "You Win" and press space to return to the 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.
- Add some sort of collectibles such as coins and display how many the player has.
- Whatever else you can think of!

Help, I'm stuck!

There are a lot of common Problems and Questions. **Watch this playlist** of videos it might help.

https://www.youtube.com/playlist?list=PL_QmvmlfJvh0piepSNTSavA---U4ndCV0

Still need help? **Contact your mentor!** They are there to help you.

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 you submit your project**, 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.

Only one of your team members needs to submit the project. However, **all team members** need to post to the discussion board.

You can not submit projects late!

Due by 11:59pm means your project was successfully uploaded by that time. Start uploading your project at least an hour before. 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.