Controls: We did not create any more controls outside of the default WASD. Jumping and rotating were not necessary in our plan for the game.

Levels: Reaching the final platform opens a prompt to quit the game or continue on to the next level. Each level had more obstacles, level 4 removed the safety bumpers and level 5 had a moving obstacle before the end.

Winning and Losing: To win, you must reach the end of the 5th level. Losing all 3 lives by falling off or hitting too many obstacles makes you restart from the beginning.

Collectables: Each level has a collectable that increases the score by 100

Health: Player has 100 health, hitting an obstacle takes health based on difficulty, falling off takes off all health

Respawn: Losing 100 health makes you respawn to the beginning of the level while lives are present.

Game Difficulty: 3 difficulty settings, each one increases damage from obstacles. We did not implement a way to increase or decrease difficulty mid-game.

Progression: Progression was very straight forward, you just have to go down the ramp to the end.

Obstacles: Prevents going down the ramp in a straight line

Scoring: Score is calculated by: health + lives remaining * 100. Collecting a collectable increases score by 100

Sound effects: Music is played throughout the game, and there are sound effects for hitting a bumper or obstacle, collecting a collectible, and reaching the end gate.

Video for Code: https://youtu.be/I2UxCDHHOKk
Video for Game: https://youtu.be/vlwPdAmdy1I