Project: Platformer

Super Mario Bros, Mega Man, Metroid defined the platform genre. Let's make a basic platformer!

I discuss the project more here: https://youtu.be/48CxnSo9qI8

What are the requirements for the project?

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

Menu Screen (10%)
- Show the Name of your game and Press enter to start.
- This can be a solid color background with text on it.
- The keycode for enter is: SDLK_RETURN

3 Levels (40%)
- Your game needs to have 3 levels. They do not need to be long or complicated.
- They must scroll! (no single screen games)

3 Lives (20%)
- The player gets 3 lives for the entire game (not per level).
- If the player runs out of lives, show text, "You Lose"
- If the player gets to the end of your game, show text, "You Win"

AI (20%)
- At least 1 type of **moving** AI (place a couple of these AI in your game)
- If the player touches the AI, the player dies.
- You can have the player kill the AI by jumping on them if you want.
- **Each of your levels** must have at least 1 AI

Audio (10%)
- You must have at least 1 looping background music.
- There should be at least 1 sound effect (such as for jumping, when the player or AI dies, etc.)

Note on Level Layout
- This is a Platformer game, it needs to have platforms.
- **Your game must have 3 levels that scroll**.
- If you do not have 3 scrolling levels, **your grade for the entire project will be 0**.

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

You might find it easier to work on the movement first (without any obstacles in the way). Once the movement is working, then add your environment.

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

While **not required**, here are some ideas for things to add to your game:
- You can really have fun with this one by drawing your own pixel art or using photoshop to make objects.
- Have different music for the menu and levels, and sound effects for all of the actions in your game.

I'm stuck working on my project and can't figure something out. How can I get help?

Students can reach out to me anytime: cguida@nyu.edu - If you are emailing me for help with your projects, **upload your entire project to github** and email me with the link (I need to see everything so I can help you). **Do not email screenshots of your code.**

Additionally, there is a forum in NYU Classes where **students can help each other**.

How do I submit my work?

Commit your code to your GitHub repository. Post the link to your github in the **Assignments** area in NYU Classes. For example, your link might look like:

https://github.com/tonystark/CS3113/P1/

If you are having difficulties with github, you can **.zip your entire project** and post a link to google drive. Make sure your google drive link is **accessible to everyone** so that myself and the TA can access it.

Due by 11:59pm means your project was successfully uploaded and a link was submitted to NYU Classes by that time. Start uploading your project at least an hour before the deadline. **Projects received 1 minute late are considered to be a day late**.

If there are any issues with uploading your project, you must **email me before the due date**.
While I check email regularly, **do not expect a response over the weekend or close to deadlines**.
Your code must compile. Code that does not compile will receive a grade of 0.
Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 2 days**.