Finish the Prototype!

**Objective:** Apply the concepts learned in the lesson to create a game.

Take what you’ve learned and apply it to a finished prototype. In this prototype you should have the following:

* 4 types of enemies or obstacles
* 2 types of collectables (each one increase score differently)
* 5 levels that players can play throughout the game

Bonus - Challenges

* Win Scene
* Lose Scene
* Interactive Objects (jump pads, signs, ladders, etc)