Project Title: 2D Platformer Adventure

#### **Project Description:**

#### Creating a 2D platformer is a great way to learn game development. In this unit, we have looked at the basics of creating a 2D platformer using the Godot engine. From what we have shown you, you now have the knowledge required to expand upon this project or create your very own game.

#### **Skills/Objectives:**

* Gain hands-on experience in game development using the Godot engine.
* Apply knowledge learned in creating a 2D platformer.
* Expand on the basics to develop a complete game.
* Showcase creativity in level design, artwork, and game mechanics.

**1. Game Description / Story:**

* Craft a captivating narrative or backstory that complements the 2D platformer gameplay.
* Integrate the story seamlessly with the overall game experience.

**2. Title:**

* Design an engaging start screen that includes the game title.
* Incorporate interactive options like "Start Game," "Settings," and "Exit."
* Use custom artwork to set the tone for the game.

**3. Levels:**

* Plan multiple levels with progressive difficulty.
* Design platforms, obstacles, enemies, and collectibles.
* Incorporate unique themes or challenges for each level.
* Introduce new mechanics or power-ups gradually.

**4. End Screens:**

* Implement a "Level Complete" screen with stats like time, collectibles, and score.
* Include a "Game Over" screen with options to restart or return to the main menu.
* Design a "Game Completed" screen with overall game stats and a congratulatory message.

**5. Testing / Refinement:**

* Conduct thorough playtesting to identify bugs and enhance gameplay.
* Collect feedback from playtesters for further refinement.
* Polish visuals, animations, and user experience for a seamless gameplay flow.

**6. Additional Features (Optional):**

* **Audio:**
  + Incorporate background music and sound effects.
  + Use sound cues for in-game actions.
* **Scoring System:**
  + Implement a scoring system based on time, collectibles, and enemies defeated.
  + Display the score on the screen during gameplay.
* **Settings Menu:**
  + Allow players to adjust volume, controls, and display preferences.

#### **Implementation Guidelines:**

* Follow the Godot engine documentation for 2D game development.
* Consistently use the chosen art style across all game assets.
* Prioritize smooth player controls and responsive character movements.
* Ensure proper collision detection for platforms and obstacles.
* Utilize Godot's scripting language for implementing game mechanics.
* Document code for future reference and collaboration.

#### **Resources:**

* Godot Engine Documentation: [link]
* Art and Animation Tools: [list tools/resources]
* Sound and Music Resources: [list tools/resources]
* Playtesting Checklist: [create a checklist]
* User Manual / Tutorial: [outline content for a user manual]