M6 Extra Credit:

The project could be a simple version of super mario bros. There would be a start screen where you choose your character, and then a map that had levels the character moves through (at least 3) and a final boss level, similar to any super mario game or candy crush. When you click on the level, you enter into the level, and where you move through the level you have to defeat enemies to progress to reach the ending checkpoint where you win. The character should have 5 lives, and if lives reaches 0, the game is over. It could be optional to have forms of power ups and things of that nature.

M1- The purpose of this milestone is to set up your team, and understand what each individuals roles and jobs should be. They should also pitch their idea for a theme of the project/what they are going to try and do to meet the requirements.

M2- The purpose of this milestone is to begin coding the project. Start with the by creating the start screen. Be able to choose from various characters, and press start when the player is ready to play. Then, create a game over screen that can take you back to the start screen, or allow you to continue playing. Finally create a map of the levels that the character will move through.

M3- Create enemy and obstacles that will be used in each level. Have various enemies with various abilities that can kill the character in the level. Create at least one level that the character will move through however the team agrees on (could have character moving horizontally through level, or vertically, or have the player have a birds eye view for something like a maze).

M4- Create at least two more levels that are distinguishable from the last one. Make sure that once the level is beaten, the character returns to the map and moves to the next level.

M5- Create a final boss level, this level should be the hardest, and have a final boss at the end the player must try to beat to win the game. If the player beats the boss, they win, if not they and they still have more than 0 lives then they should be able to try and beat the boss again, and if they have 0 lives the game is over and they should be given the option to quit or start the level over.