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9/14/17

Game Design

Below is are scenes 0 and 1 from the assignment. Scene 0 demonstrates the functions of the 3 sprites. The green diamond acts as a ramp. The blue hexagon acts as a ball, and the red triangle acts as a platform. In scene 1 I attempted to make a simple game where the player watches as 4 balls weave there way through ramps to hopefully make a landing upon the platforms below.

