**Flyier**

By Ellen O’ Leary

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# Intro

This game is a 2d endless jumper game, where your goal is to get the player to the highest possible score.

# Player-Based Mechanics

The user can press the spacebar to make the player jump.

The user can press the left or right arrow key to make the player move left or right respectively.

The user can move through the bottom of platforms and land on top to have a stopping point.

The user must avoid enemies or end the game.

# Objects

The main main object in this game is the platforms. There are 2 types, static ones and ones that move left to right.

# Game AI

The enemy AI moves left to right. When the player collides with the enemy, the game will end.

# Audio

We have 3 audios for this game.

The background music for this game is happy and

# User interface

There are 3 UI screens for this game.

The first is the menu. This contains the game title and how to start the game.

The next is the game screen. The UI on this screen is the score. This is located on the upper left corner.

# Level

There is one level. It is an endless and has randomly generated platforms and enemies;

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