Project Proposal

Lecture	Advanced Programming Techniques
Project	Term Project
Topic	Designing A 2D Platform Game
Languages To Be Used	Html, Javascript
Person To Prepare	Nazif Enes Kızılcin
The Objects Inside Of The Project	Writes Here
The Subject Of The Project	Writes Here

The Objects Inside Of The Project
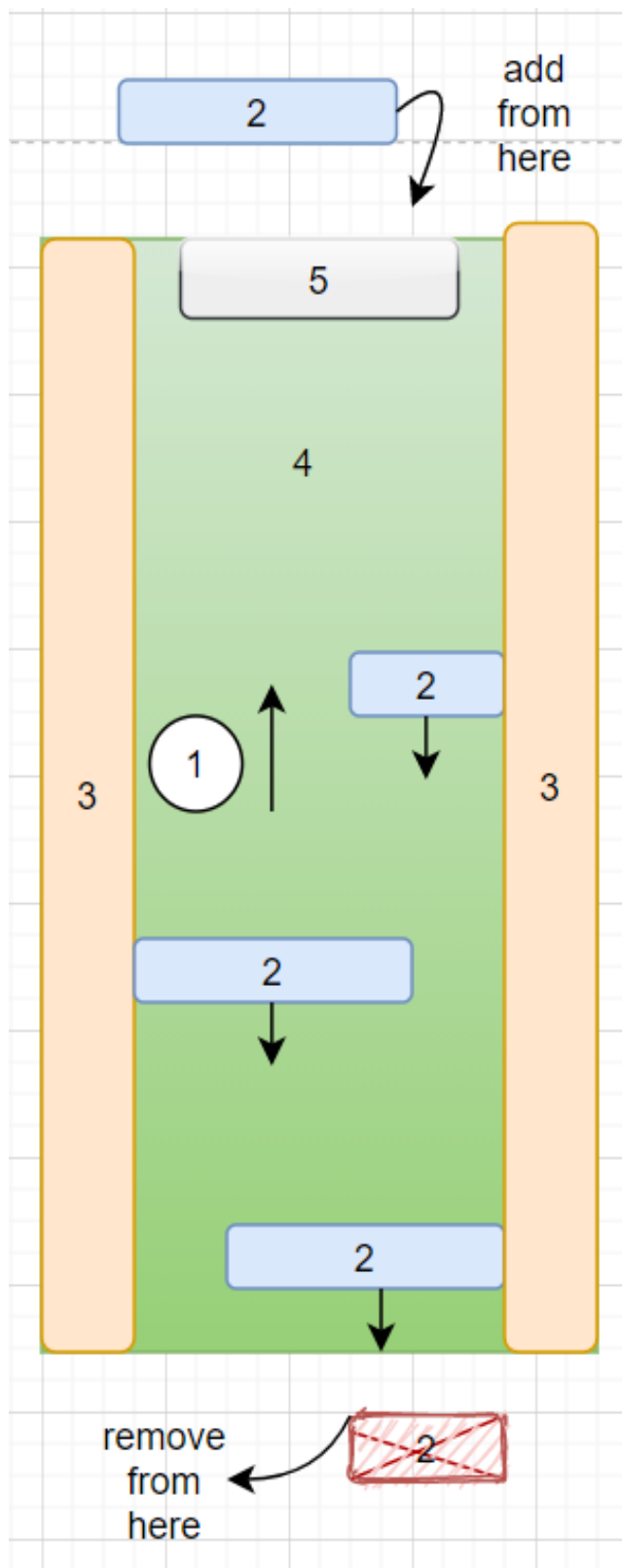
Numbered Object In Picture	Properties Of The Object
1	This object will be the main character which jumps from platforms(2) and trying to keep its balance to not fall down (if character can not jumps, after a while the platform the character is standing will be stayed out of the canvas and the game will over.
2	This objects are walkable. That means the main character(1) can stay on this objects. The platforms will spawn from a point from top and out of the canvas(4). Platforms will move down at periodic intervals. When a platform passes the bottom corner of canvas and become not visible, then it will be removed and new ones will be added from top.
3	This objects are not passable objects like a wall, an apartment, a huge tree or etc. (the design of this objects are able to change according to the trend of game.)
4	This object name is canvas. Canvas is the object that all of the other game objects will paint on.
5	This area is standing for the UI elements to be added. Kind of score table, play button, pause button or etc.

The Subject Of The Game

In the game, there will be an object named main character trying to reach the highest point. To do this, there will be objects named platform which can character step on and then jump over it. During this time, the platforms move down in periodic intervals. Because of that, character should move fast enough to keep going on climbing.

This will be a 2D Platform Game. The name of the game will be Fatal Climb.