

# Project One

(Create our own game)

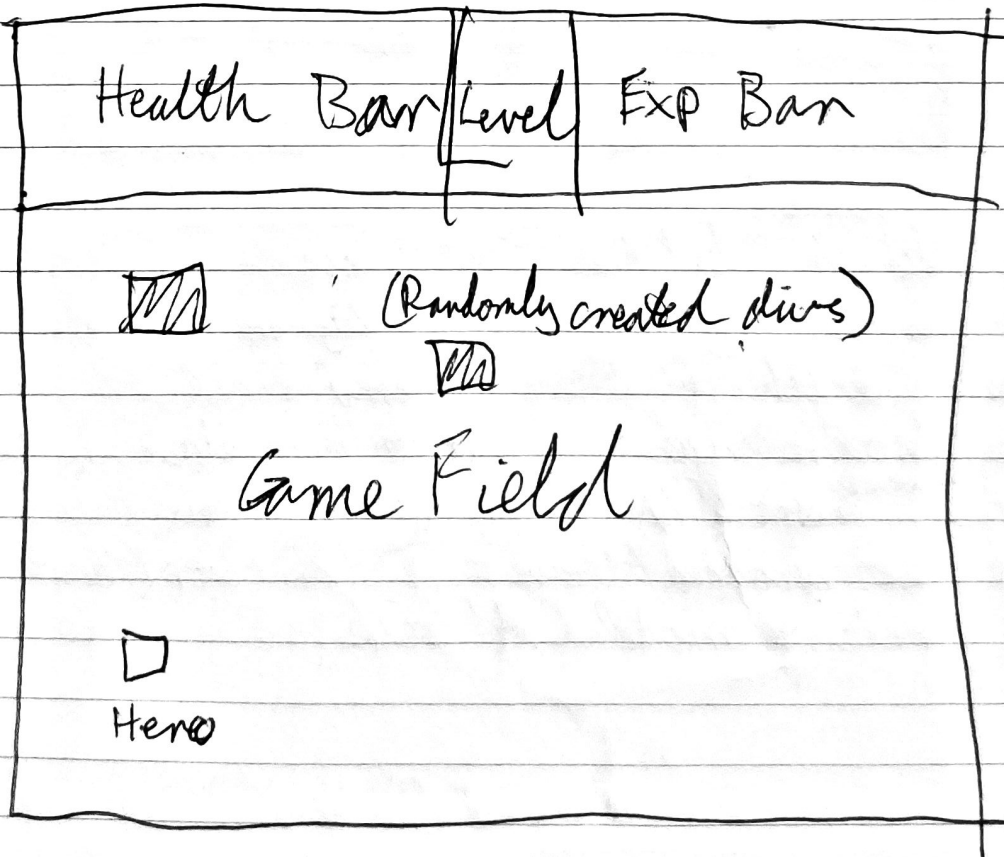
Include: (Somewhat ambitious) functionality

1. (Decide image later)

only created / placed dings that when hero collides, an encounter  
pers

in encounter triggers screen changes to turn based  
le - Attempt to flash between 2 colors using (setInterval)

create exp bar/health bar that scales with level  
create the whole battle system with attacks  
defined based on level



Level up trigger (Ding pops up with level up)  
prompt  
when hero level hits x, trigger boss